

# NEW! PlayStation **plus**

October 1997  
Best value PlayStation mag

"100% independent, 100% hype-free"

**Faster! Harder! Longer!**

## LARA

**in Tomb Raider 2. 6 pages of really hot new screenshots**

**£2.50**

**IT'S OFFICIAL!**

We review every PlayStation game every month

If your Blockbuster card is missing, ask your friendly newsagent for another copy of the mag

**SEVEN HOT BABES**

Your girlfriend doesn't want you to play with

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Loads of moves, tips and cheats that do the business

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Final Fantasy VII  
Nuclear Strike  
Mortal Kombat: Mythologies  
Abe's Oddysee  
Street Fighter: EX Plus Alpha  
Duke Nukem  
Croc

emap. images



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**TOMB RAIDER 2:**

↓THESE SHOTS ARE THE REAL McCOY!

**PLUS WE PLAY AND SCORE EVERY GAME IN STEP BY STEP GUIDES**

Searching for the legendary Titanic, Lara's in trouble...



Several sharks are after her, and her air is running out



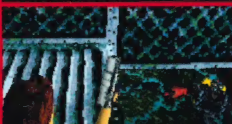
As she tries to escape, a shark takes a lump out of her leg



Badly hurt, she is easy prey for rival adventurers



But things are about to get harder. Much harder.



To find out what happens next, turn to page 6 now!





# Countdown to Meltdown.

Stop the war before it begins in the explosive,  
multi-vehicular sequel to Soviet Strike.™

NUCLEAR   
STRIKE™









## The Works

# TOMB RAIDER 2

**p6** 6 pages of real  
PlayStation screenshots



Lara's up to her hotpants in trouble...



...but our babe always sorts it out

**plus**

## FORMULA 1 '97

**p54** 8 pages of this turbo new sequel



## Rated

**on test**

Every new release this month!

- p88 Abe's Oddysee**  
Lowdown on the weirdest adventure yet
- p90 Explosive Racing**  
Turbo-charged racer reviewed
- p91 Moto Racer**  
Cool new race game
- p94 4-4-2**  
Put it out of our misery
- p94 Street Fighter EX plus alpha**  
Outside! Now!
- p96 Nuclear Strike**  
Helicopters! Fahsands of 'em!
- p98 Tetris Plus**  
Specy puzzler sorted
- p101 Croc**  
He's cute. But he rocks
- p103 Air Race**  
Zippy racing. With wings
- p106 Herc's Adventures**  
At last! A game starring Hercules!
- p107 Kick Off '97**  
Footie game gets a kickin'
- p108 Wing Over**  
Airborne combat ahoj
- p109 Rosco McQueen**  
Firefighting frolics
- p112 John Madden '98**  
American Fitba scored
- p113 Hercules**  
At last! Another game starring Hercules!
- p113 NHL Breakaway**  
Ice Hockey. Cool
- p115 MegaMan Battle & Chase**  
Karting action

## The Knowledge **p117**

The essential PlayStation guide

**THE Knowledge: updated every month**

Sites for Sore Eyes: The best internet sites

**ALIEN RESURRECTION**  
http://www.alienresurrection.com  
This is the first of the year! Updated weekly with new pictures and things to download.

**BABE TEST**  
http://www.babetest.com  
13 women we had before your eyes daily. Or, not. Really, but it's up to you to guess who they are.

**THE SIMPSONS**  
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One of the hottest and most fantastic games

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**Burnin' Road**  
Company: Foxconn. Platform: PlayStation 1-2.  
Memory card: Link-up. Release: Multiplayer.  
The PlayStation's equivalent of Gran Turismo. Good game.

**Bubble Bobble 2**  
Company: Hudson. Platform: PlayStation 1-2.  
Memory card: Link-up. Release: Multiplayer.  
One of the best games ever made. This is one of the best.

**Bubble Bobble 2**  
Company: Hudson. Platform: PlayStation 1-2.  
Memory card: Link-up. Release: Multiplayer.  
One of the best games ever made. This is one of the best.

**Crash Bandicoot**  
Company: Naughty Dog. Platform: PlayStation 1-2.  
Memory card: Link-up. Release: Multiplayer.  
Aldi's new release. Don't let them fool you to fight.

**Casper**  
Company: Interplay. Platform: PlayStation 1-2.  
Memory card: Link-up. Release: Multiplayer.  
Graphics are fine and dandy, but the game's a bit.

**Who's the Heck?**  
Company: Foxconn. Platform: PlayStation 1-2.  
Memory card: Link-up. Release: Multiplayer.  
One of the hottest and most fantastic games.



# First new shots

■OUT AUGUST ■BY CORE ■COSTS £44.99 ■PLAYERS 1 ■COMPATIBILITIES JOYPAD, MEMORY CARD  
■WE LOOK AT NEW MOVES, BAD GUYS, LOCATIONS, PUTTING IT TOGETHER





# 'It's even better than we thought!'

## Watch her Move!

Lara's always been a bit of an athletic sort, but the Tomb Raider 2 team has tinkered with the game's controls slightly, and she now jumps and runs even more smoothly than in the first game. She's also learned a few new moves in the break between adventures, and can now pull off a mid-air flip to get herself out of danger. By far the coolest new skill is her climbing. She was always pretty good at clambering up fairly low walls, but now she uses small handholds to climb up and across walls to reach hidden areas.



■ Searching for a handhold, Lara begins her climb



■ Nearing a window, she can also climb across



■ Is there nothing this girl can't do?

■ Lara Croft: water babe extraordinaire...



## Underwater Action

Several levels are set underwater, and Lara now has a harpoon for extra protection. This means for the first time she can fight underwater rather than just swimming out of danger as before. There are also more bad guys in the drink now, with scuba divers having a pop and huge sharks, moray eels and baracudas all out to take a bite out of Lara's pert butt.

■ Shark attack!  
Use the harpoon



■ Lara's packing again. More guns, more moves, and – hey! – she even looks more... well, rounded than before

**plus**

## We'd like to say...

Tomb Raider 2 is going to be massive. OK, so this is hardly news, but just think about it. Core could have quite easily just taken the first Tomb Raider, farted around with it for a bit, and released it with a handful of new levels. Instead, they listened to complaints about the first game, and if anything Tomb Raider 2 is twice as good as the original.

Yeah, there are little things like the fancy lighting effects which are cool but we could do without. But the level design, that's another thing entirely. It's hard not to be blown away by the open-plan levels. Instead of being stuck in a series of tunnels, Lara can now run across balconies, climb up walls, and have a free run of the stages. If there's water below, she can dive into it: total freedom.

We always knew Tomb 2 was going to be special, but it's even better than we thought. Start saving, because this is going to sell out fast.

## Gameplay

Lara Croft, the fittest archaeologist on the planet, is under your control. Steady now. The action is viewed from just behind her bobbing buns as she runs, jumps, climbs and fights her way through the game's massive levels. Luckily, our well-stacked heroine is packing two pistols to blow away cult members and vicious animals. More powerful guns can be found as she makes her way to later levels. The game ends when Lara finds the legendary Xian. If she makes it that far...



■ Welcome back Lara. We've missed you

**Name:** Cult Guy  
**Where:** Venice  
**Weapon?:** Big stick  
**Hard?:** Enough

**Name:** Rat  
**Where:** Venice  
**Weapon?:** Er, no  
**Hard?:** Nope

**Name:** Scuba Diver  
**Where:** Oil Rig  
**Weapon?:** Harpoon  
**Hard?:** A bit slow

**Name:** Tibetan Hood  
**Where:** Tibet  
**Weapon?:** UZI  
**Hard?:** Deadly

**Name:** Monk  
**Where:** Tibet  
**Weapon?:** Bigger stick  
**Hard?:** Hell, yes!

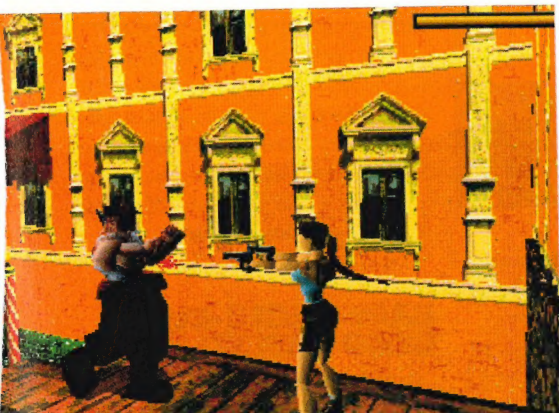




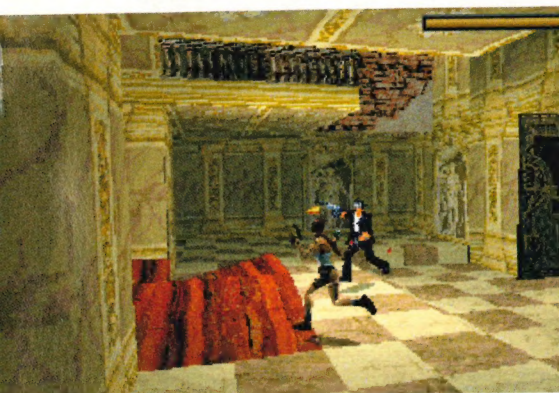
# 'Tomb Raider 2's levels are huge'

## Big guns

Lara starts the adventure with her trusty shooters (ho-de-ho!), but these can be upgraded to UZIs, shotguns, and Magnums. Do you feel lucky, punk?



■ Give him both barrels, the fat git



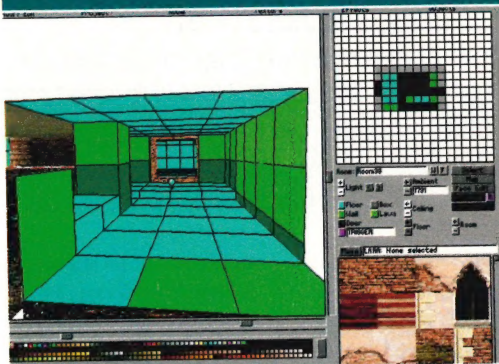
■ Lara picks off hoods as she searches for the exit



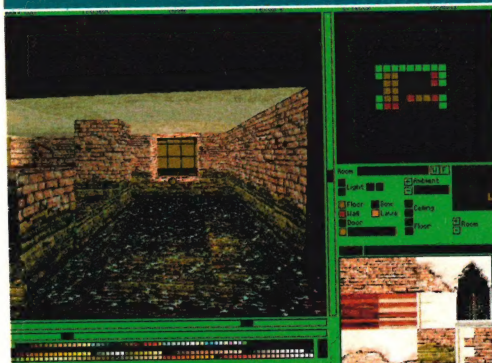
■ I really wish I was that motorbike's saddle...

## Level Design

Tomb Raider 2's levels are huge, and work piecing them together has taken up most of the time. The game maps are put together using a clever Lego-style system.



■ The level is created as a wireframe building on a PC. Only basic information is shown: windows, doors, etc



■ From a menu with bits of surface detail (brickwork, etc) the detail is added. The graphics are like 'skins' for each wall



■ With the basic room completed, the team go back and drop bad guys in, making sure they don't walk into walls and stuff



■ With the detail sorted, each room is linked to the next. It's the fanciest jigsaw puzzle ever

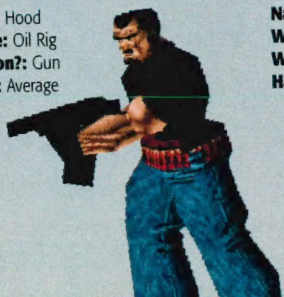


■ The final check makes sure rooms link together and bad guys are behaving themselves

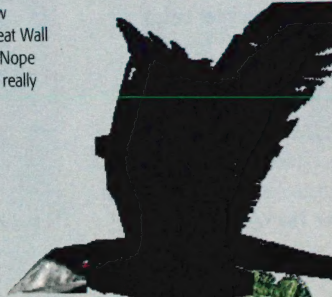
**Name:** Shark  
**Where:** Oil Rig  
**Weapon?:** Its bite  
**Hard?:** But slow



**Name:** Hood  
**Where:** Oil Rig  
**Weapon?:** Gun  
**Hard?:** Average



**Name:** Crow  
**Where:** Great Wall  
**Weapon?:** Nope  
**Hard?:** Not really



■ With Lara Croft, you never know what's round the corner.



■ Tempted? Drooling? Then watch out for our full review coming very soon...



namco



**RAGE RACER**  
Anyone can race, but only one can win. RAGE RACER.



## ■ Proving almost as controversial as alleged toe-sucking episodes

only recently purchased my Play Station and the first game I rushed out and bought for it was Rage Racer.

I think Mr Harker's criticisms are on the whole completely unjustified, and my aim in writing this letter is to reassure all those people who were put off buying the game after reading his views.

His gripe about the powerslide showed a touch of arrogance. I quote: "I am a fairly decent gameplayer, so when I say that the powersliding is uncontrollable, I think I can safely say it is uncontrollable." Oh right! So all that sliding around sharp corners that my mates and I do whenever we want isn't powersliding at all? They must just be figments of our overactive imaginations!

I have just joined the Class 6 Club and in order to achieve this I needed to spend quite a lot of time perfecting the powerslide (as well as speed braking). It cannot just be done straight away on Rage Racer (as Mr Harker seems to expect) but this makes it all the more satisfying when you can pull it off at will. (Hmm, quite.)

His criticism about not being able to drive onto the verges also needs a response. While this is annoying at first, you eventually find that it actually encourages you to perfect your driving skills. Instead of letting you drive around like a headless chicken and getting away with going into corners too fast or botching up a powerslide, the game actually encourages you to really really concentrate... and all this is a real test of nerve.

Knowing that just the one mistake can cost you a place on the podium generates enormous tension, and this is best illustrated when you race on the oval in the higher classes.

It's right and good to be cautious when you're reading some of the drooling reviews games get, but in the case of Rage Racer, all the PlayStation magazines were spot on. It's really as good as racing games get, and I'm sure that 99% or more of Rage Racer owners would back me up on this (Like us, we back you all the way. Running for election? You've got our

backing. Court case coming up? We'll be there with our support).

Andrew Yeung, St Ives

## YOU SLAGGIN' MY SATURN?

I have a PlayStation and a Saturn and I don't think the way you keep slagging off the Saturn is fair or funny (We do). Every issue it's 'the Saturn is rubbish', 'Saturn owners won't get a sniff of Lara Croft's assets' or 'Game X is coming out on both platforms but the Saturn version is crap... blah blah blah! (Game X? Sounds interesting. What sort of a game is it?) I read your mag to find out about PlayStation related things, not to see you slag off the Saturn. I thought you were supposed to be professionals, not immature kids (Actually, we like to think of ourselves as professional immature kids).

So what if Tomb Raider doesn't come out on the Saturn? I've just heard that Quake is not coming out on the PS because the PS can't handle it, and the Saturn version looks better than the PC version. Saturn Duke Nukem 3D runs at twice the speed of PS Duke (Played it then have you? Thought not...) and looks better than the N64 version. And the forthcoming Sonic R looks amazing - containing lighting, transparencies and reflected water effects which I've heard the PS can't do (Er, no. Sonic R does look nice, true. But it's taken Sega some time to get round to those kind of effects. The PlayStation, on the other hand, has been doing them since day one).

Ok, the Saturn might not be selling as well as the PS, but it's a great machine which is just as good as the PS, so stop slagging it off and get on with your work (That told us, then).

Ed Vincent (Vince), Derby



## GOOD SMACK

I must say most issues of PSP are good in terms of no bias, good reviews and so on, but your August issue was poor. Firstly you said the PSX had the best games at E3 when it obviously didn't - the Saturn did. The proof? Sonic R, Touring Car, Marvel Super Heroes, Resident Evil

# RANT

## Why old games are crap...

You can stick your PacMans. You can stuff the likes of Pole Position and Galaga where the sun doesn't shine. I mean what is it about people that, when a new 'Retro' compilation of old arcade games is released, makes them swoon about 'the good old days' and how such-and-such-a-title sparked an early interest in videogames? Get real.

Let's leave videogames behind and take a stab at real life. All of us have TVs. Your PlayStation is probably even plugged into one. I will also bet good money that it is a colour TV. And that's my point.

You wouldn't use a black and white TV because there are better on offer. So why all this fuss and fond memories of games which are the PlayStation equivalent of a an old TV set? Black and white TVs and the likes of PacMan all spark fond memories, but they also paid the price of progress. The argument often used to support these 'oldies but goldies' classic status is pretty flimsy. 'You always remember the first ones you played' is a classic comment. It is an argument which is also used describing the first band you really liked as a kid. But do you follow them so closely now?

Retro games are often best left as a fond memory, because the memory cheats. While thoughts of PacMan on Southend pier as a young lad may bring on lovely memories, to look at it nowadays would just cheapen that memory. Guiding a small yellow blob around maze, avoiding ghosts: doesn't really inspire does it?

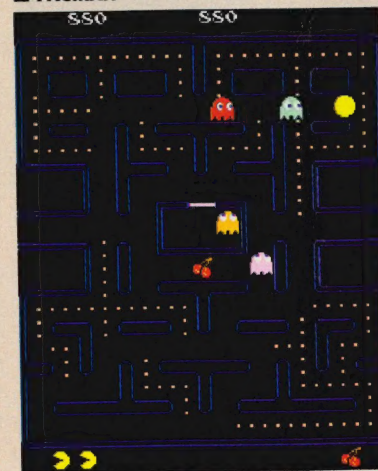
So, there you have it: old games are crap. It's nothing to do with their content. It's just that things have to progress, and when it's time to move on these old games are best left alone and shouldn't be dredged up again. After all, if the music industry was to drag up fond memories like Namco and GT do, we'd be experiencing a Slade and Mud revival right now. And that doesn't bear thinking about.

What do you reckon? Are Retro games a waste of space? Send your replies to: Rant! at the usual address. We'll print anything vaguely interesting

### ■ GALAGA



### ■ PACMAN



and so on. (Yeah, but Metal Gear, Apocalypse, Street Fighter EX Alpha, Tomb Raider 2, Forsaken...) Then you said that by the time Saturn has RE PSX owners will be playing RE2 - a blatant lie as RE2's not coming out until March 98 while Saturn's improved RE was released in September.

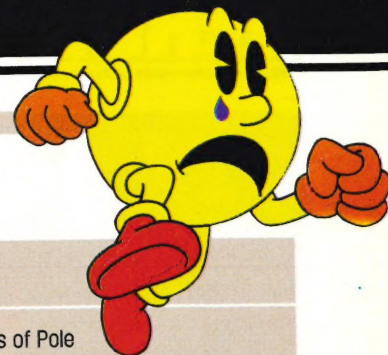
From here you stated PSX is cool while Saturn and N64 aren't. Yes, PSX is extremely cool, but so is Saturn. Look at Fighters MegaMix, which no PSX fighter matches (cough, splutter. Heard of Tekken 2? Soul Blade? You've got to

admit they at least 'match' Megamix?) or Nights, Bomberman, Alpha 2, Panzer Dragoon Zwei, Sega Rally and Baku BakCo. And Quake, Duke 3D and Marvel Super Heroes are coming out first or will be better on Saturn (Come on, the Saturn's pants and you know it).

Alex Gladwin, Middx, London

## ITCHES, BUMPS AND STUFF

I had been itching to buy a PlayStation for some time and finally succumbed last week when I





HEROINE  
KILLS...



IAN LIVINGSTONE'S  
**DEATHTRAP**  
**Dungeon**

**EIDOS**  
INTERACTIVE

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■ OUT NOVEMBER ■ BY SONY ■ PLAYERS 1 ■ COMPATIBILITIES MEMORY CARD, JOYPAD

# Final Fantasy VII

Games as we know it are about to change. Final Fantasy VII is coming, it's unlike anything any of us have seen before and it'll be out in time for Christmas. Dear Santa...

**F**inal Fantasy VII was one of the biggest games ever to be released in Japan, selling well over two million copies. Packed onto a whopping three CDs, this adventure throws you into a beautiful but dangerous world being raped by power-mad rulers. You must now make a stand for this dying planet.

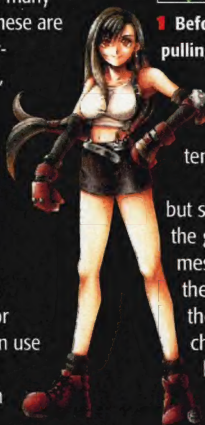
## Adventure

Final Fantasy VII gameplay is split into two: adventuring and fighting, which means you must travel around a *her-uge* play area talking to the game's characters before getting into various epic dust-ups. That's all there is to it, then? Er, not quite...

The backgrounds have been designed by Hollywood special effects wizards, and they look amazing. When you think the game will take around 60 solid hours to complete, you start to get an idea of just how many locations have been crafted. These are filled with masses of computer-controlled characters to talk to, and you do this with text messages rather than real sounds. It's only way to unlock the mysteries of Final Fantasy VII.

## Combat

Battles regularly take place in dangerous places like slums or restricted areas. Characters can use normal or magical combat or special items, but each is given



1 Before adventuring starts a camera focuses on flower seller Aerith... 2 pans out across a street... 3 pulling back to reveal a giant city 4 The view zooms back in on a train, where the game begins



strictly limited amounts of time to perform actions, so every scrap is a tense race against the clock.

Using magic yields spectacular results, but standard fights are also shit hot thanks to the game's 'limit gauges'. When heroes get messed about, their tempers start to fray at the edges. And if they get totally pissed off they can perform super attacks. Your characters each have a number of unique limit attacks which look mean and can cream the enemy.

## Magic

Clothing, weapons and tools in the world of Final Fantasy VII have holes in them. But not because all the craftsmen are crap...

When precious gem stones called Materia are inserted into objects, they impart magical abilities, increasing the power of attacks or effectiveness of defence.

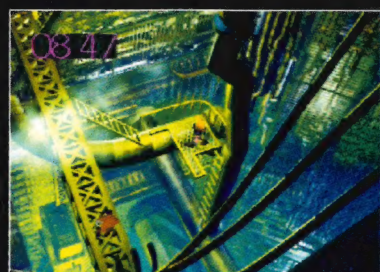
There are five varieties of gems, and the best ones to get are called Summoning Materia which call huge demons and beasts to your side.



■ A heli-ship the size of Wembley. One of the many ways of getting around in Final Fantasy VII



■ Mighty Sephiroth. Once a buddy of Cloud, this man now threatens the safety of a planet



■ Hollywood computer artists helped to create the amazing backdrops



■ Small creatures attack in groups, larger adversaries have a range of attacks at their disposal. Here an enormous scorpion robot blasts three characters at once



# TOTAL DRIVIN



THE LIFE HE ONCE KNEW FLASHED BEFORE HIS EYES

## ALL BETS ARE OFF



**ocean**

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# FIRESTORM THUNDERHAWK 2

"A LEGEND SET TO BECOME A PHENOMENON IF THERE IS A GAMES GOD"

MEAN MACHINES 1995 - 95%



## THERE IS MOST DEFINITELY A GAMES GOD

FIRESTORM THUNDERHAWK 2 JOINS THE PRESTIGIOUS RANKS OF THE PLAYSTATION PLATINUM COLLECTION



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# PlayStation™

P L A T I N U M



# Rampage World Tour

Raze entire cities to the ground in GT's monster mash.



1 George brings the house down 2 Smashing' place, mate 3 Kung Fu kick the place in, Eric Cantona style 4 Anyone for the hot shoe shuffle? 5 Going, going... gone. On to the next level



Godzilla has nothing on the three giant-sized heavyweights in Rampage World Tour who stomp across the globe, crushing everything underfoot.

Head honcho of SCUM research facilities, Eustas DeMonic, is plotting global domination and only the towering trio can stop him by trashing the 16 SCUM labs. But first you gotta find 'em, and with 130 levels to explore it's not gonna be easy.

## Monster Munch

If you've ever seen King Kong or Godzilla, you'll know what to expect from the Rampage monsters. George is a gargantuan gorilla, Lizzie's a hefty lizard thing while snarling wolfman is called... um, Ralph. The muscle-bound beasts must wreck the joint by chomping on buildings, cathedrals, even castles. If it's made of brick, bust it down.

## Man Eaters

Humans are a B-movie delicacy. The troublesome trio can chomp on soldiers to restore energy, and even swat UFOs for extra points.



■ This chick totals your score at the end



■ Playing Rampage is electrifying. Supposedly

The hidden stages are the best way for racking up high scores by chewing on concrete for bonza bonuses. Gnawing on fellow nasties reaps the biggest reward by going face-to-face with another monstie in a full-on grudge match.

● Great idea, but we doubt the game will be as big as the monsters.

# Frogger

Classic Frogger bursts onto PlayStation.

The aim of Frogger is simple: guide the cute greenback through stacks of 3D levels, hopping across busy motorways and weaving around rolling boulders.

The gameplay is easy yet addictive, with Frogger avoiding obstacles to safely reach five stranded frogettes. Boasting nifty graphics, loadsa bonuses and a four-player mode that's a riot, this promises to be the best retro game yet.

● It's simple but it sure looks like great fun. If you're into old-style games, you'll wanna get into this.

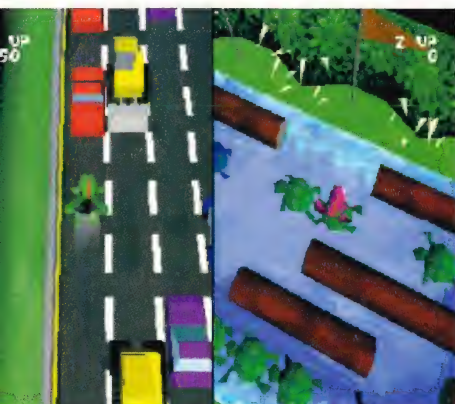


■ It's the same as old Frogger, but in 3D. Just jump around and snatch the frogettes



■ Catch a ride off the friendly heron to reach other stranded froggies. Ahhh

◀ Frogger has a multiplayer where up to four frogs can compete at the same time





# I AM TAXI DRIVER






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# Mythologies

new Mortal Kombat adventure then

littered with battles to the death. The levels are patrolled by a number of guards armed to the fangs with staffs and lasers. Sub-Zero is no wuss though, and as well as fancy punches and kicks, can find spells to power-up his ability to freeze his opponents.

## Tricks and Traps

If fighting hundreds of warriors wasn't enough, each level is also laden with traps

and hazards, and Sub-Zero's athletic abilities are pushed to the limits as he leaps across crumbling bridges and clammers up and down ropes in search of his next fight.

*It's really about time someone tried something a bit different with a fighting game, and if Mortal Kombat Mythologies really can mix fighting with exploring we'll be laughing.*



■ The in-game camera pans in and out of the action to give a movie look to the proceedings



■ Fire and Ice: Sub-Zero comes a cropper in the fiery pits of Hell. A snowball's chance...



**West:** obligatory American column



■ Pandemonium 2:  
Looks shit hot!

**B**elieve or not, the UK is ranked as a better development home for the PlayStation than the States. This is set to change with a huge number of US-developed titles shaping up really well. The one everyone's most excited about is Mortal Kombat Mythologies: Sub-Zero. Americans are still Mortal Kombat mad, and can't get enough of the gory fighting games. With its gameplay now mixing fighting with exploration, Mythologies is going to be massive over here.

Crystal Dynamics is working hard to create two more which are looking cool too. Both Pandemonium 2 and

Gex: Enter the Gecko are follow-ups.

Pandemonium! was a brilliant platform game starring a jester and his female pal as they explored a load of colourful levels. That sounds ordinary enough, but it had a fancy camera which swished around making the game look twice as good as it already was!

The sequel is more of the same, but with huge boss creatures at the end of every level, and even more devious level designs. Pandemonium 2 has a lot to live up to, but looks like it's got it licked.

Gex 2, on the other hand, has nothing to live up to. The

original Gex was a really dull platform game, but fortunately, the sequel bears absolutely no resemblance whatsoever.

Gex: Enter the Gecko takes the lizard hero and drops him into a 3D world where he can wander around freely. Check out our preview on page 40 for more info.

So that's it from the US for now, but you can't help but feel sorry for gamers over here. Apart from a million baseball and basketball titles, we're only just getting the likes of SwagMan, Rush Hour (you guys call it Speedster) and Toshinden 3, games that UK owners have been enjoying for months!

PC  
CD  
ROM



## BAGSY THE WACKETY BUS



ocean

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EUTECHNYX





## East: obligatory Japanese column



■ Resident Evil: Director's Cut

A Japanese column? Yeah... so we can hassle the guys at Namco, Capcom and all the other Nippon giants to get the inside line from gameplay heaven. Capcom was first in the firing line and Shinji Mikami, the bloke behind the Res Evil series (called Biohazard in Japan), blabbed about Resident

Evil Director's Cut.

Director's Cut came about during Resident Evil2. Obviously Capcom wanted to make a monster game that would crap all over the original, so rather than rush it out, a stop-gap was born: Director's Cut. A load of coders were dragged in to make the changes, taking into

account all the criticisms of the original game. Tons of people said it was too hard, so a training mode was crammed in. The advanced game was added to satisfy gamers who already have the first Resident Evil.

Over at Konami HQ, there's hot news on its covert corker, Metal Gear Solid. The

Tokyo team has brought in top military expert Mouri Motosada as Action Advisor. They'll be using his knowledge of all things battley to mucho realism. He's also helping with the character animation, making Solid Snake move as if he were a real life SAS geeza.

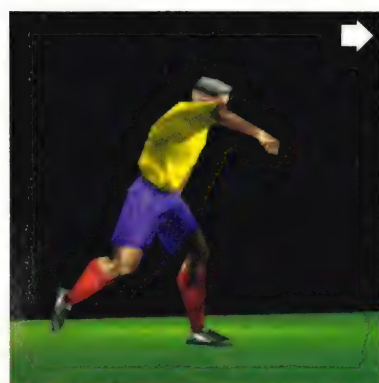
Motosada is there to stop

things getting out of hand too. But rather than preventing the team from throwing midnight parties with excess beer and birds, he's advising them when the explosions and special effects are getting just too over-the-top. Us? We always want the biggest bangs possible for our bucks...

■ OUT NOVEMBER ■ BY ELECTRONIC ARTS ■ PLAYERS 1-4 ■ COMPATIBILITIES JOYPAD

# FIFA: Road to the World Cup 98

Hoddle's boys may not have made it into the World Cup finals yet, but you can.



■ David Ginola provided the moves...



■ ... like this this run-up to a shot here.



■ Knowing Spurs' current form, though...



■ ... the shot'll soar over the bar



■ The graphics are incredibly detailed



■ EA is promising more moves than before

Following the crock of cack that was FIFA 97, EA return with a footie game said to be worthy of its World Cup licence: 172 teams, more than a dozen stadiums and realistic animation...

This is what's on offer as EA's Road to World Cup invites you to have a crack at qualifying in the World Cup finals in Paris. While FIFA 97 promised plenty, Road to the World Cup is reckoned to be the closest the PlayStation will get to football without the console growing legs and playing itself.

### Over to Motty

The players and pitches are all seen in 3D, with cameras panning for the best views: and Des Lynam, Andy Gray and John Motson providing the commentary. Joypad buttons are used to pull off blistering volleys, neat passes and Beckham-style lobs, and EA has tried to make it so one button fits all. So if the ball's high the player will try a volley, but if it's low he'll hit a grass-cutter. Weather conditions also affect play, with wet and dry pitches affecting ball control.

### Ranking

The 172 teams are from around the world, and range from the Germans and Dutch down to obscure African teams and the worth-a-laugh American side. There are 32 places in the World Cup finals, and to reach these a series of knockout round are entered. Each team is given individual stats, with the likes of Italy and Brazil top dogs, while Hoddle's England lads are also well ranked.

● Road to World Cup has got a lot to make up for after FIFA 97. Here's hoping...



■ The far view is perfect for making long passes

PC  
CD  
ROM

A TOP DOWN 3D RACER  
AVAILABLE SOON

# CHOOSE YOUR MOTOR CHOOSE

# MOTORMASH

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■OUT FEBRUARY ■BY NAMCO ■PLAYERS 1-2  
■COMPATIBILITIES JOYPAD, MEMORY CARD, G-CON 45 LIGHTGUN

# Point Blank

Cardboard terrorists, spaceships, piranha fish, pink cows: all fair game if you're armed with a Namco gun.

**P**ushing lightning-fast reactions and accuracy to the max, Point Blank is a gun game in the purest sense of the word. There's no flashy (or even realistic) graphics, and there's no storylines or missions. This game relies on shooting for shooting's sake. Which is nice.

## Gameplay

Point Blank is the second Namco game to use the G-Con 45 lightgun, the beast made



■ Kill the cuddly bear, oh yes please

specially for Time Crisis, and it mixes bits of clay pigeon and duck shooting, tin-can alley games and firing ranges.

This means targets are sometimes stationary; sometimes popping up and dropping down; sometimes bouncing all over the screen. You won't know. Just stay cool and keep your finger on the trigger...

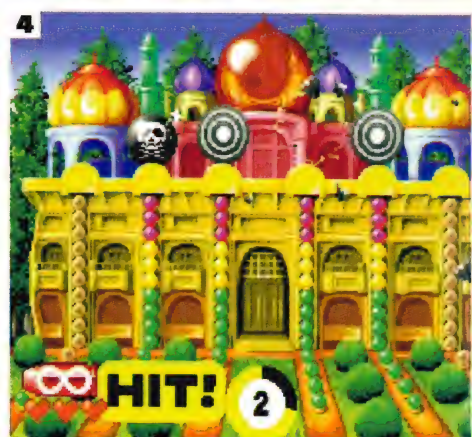
## Extras

Originally a hit in arcades, the PlayStation Point Blank contains all the levels of the original. These days that doesn't seem to be enough for punters though, so a whole bunch of extra modes have been added. And on top of all that you'll also get a truly weird adventure-style game to play. Aren't Namco good to you?

● The Japanese version of Point Blank, known as GunBullet over there, is already in the shops and it plays superbly. There's no reason why the British version shouldn't be just as good.



1 Blast the floating targets, but avoid hitting the bombs 2 Pop a cap into Mr Bones and his head snaps off. Cool 3 Burst a bald man's balloon, with just one bullet and five seconds. It's tricky 4 Bullseyes on the Taj Mahal. Dunno why



■OUT OCTOBER ■BY MINDSCAPE ■PLAYERS 1-4  
■COMPATIBILITIES JOYPAD, MEMORY CARD, MULTITAP

# Supersonic Racers 2XS

Could this be total satisfaction for custom car speed freaks?

**S**upersonic Racers 2XS is the sequel to the tossy Supersonic Racers, but promises to shame its predecessor by actually looking pretty tasty. Up to four players can race at the same time, driving one of eight whacked-out motors and using a bucketload of weapons, power-ups and shortcuts to take the chequered flag.

## Going for gold

Supersonic Racers 2XS has 16 tracks. Each is a gorgeous 3D environment, from the dusty roads of the Wild West to the black ice perils of Antarctica. Hidden tracks are also ripe for the taking, but first you gotta prove yourself by taking the championship gold.

● Supersonic Racers 2XS looks good but might not have the 'oomph' to trounce Micro Machines V3.



■ Watch out for tumbleweed in the Wild West

SONY



# 57162383581

Find within the number above, two numbers, one of which is double the other, and which when added together make 10743.

Warm up your brain for



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**SOUNDS A BIT  
LIKE YOU!**



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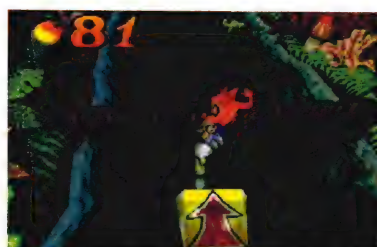


\* CLINICAL STUDY RUN OVER 8 WEEK PERIOD.





■ Hippos give extra bounce



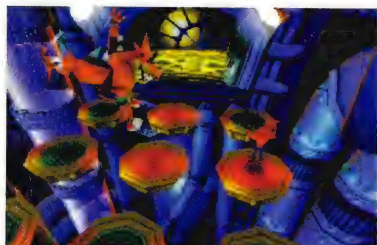
■ Grab some phat air on this makeshift jet-ski



■ One of Crash 2's 'funny' game over sequences



■ Rocket through space with the all-new jet-pack



■ Don't step on the red tiles!

### Bandicoot bonuses

Bonus levels are ideal for stocking up on lives. Apples are good for energy, and Crash can enlist the help of evil witchdoctor Papu-papu by using his mask of protection. Not all boxes hide goodies though. Some simply catapult Crash in the air, while others are filled with TNT. Fall on one of these and you'll be picking up the pieces for a bloody long time.

● So far Crash 2 looks lush, but whether gameplay is spot-on remains to be seen.



■ Crash's spin attack, perfect bopping bad guys



■ Leg it to avoid being trounced by the logs

### Level Warps

All together now... let's do the timewarp again

### WHAT ARE THEY?

The first Crash Bandicoot game was slated 'cos it was just so damn linear. You just tackled the stages in order, and that was it. Yawn. Not so with Crash 2. Yeah, the spectacular environments are still pretty restrictive but you don't have to complete them in the right order. Instead Crash is dumped in a warp room (below), with six exits leading off from the central hub. He can take on any of the stages in any order, moving through different zones rather than tackling all the ice levels at once, the jungle stages together... etc. Crash must finish all the levels to beat the Cortex, though.



■ OUT NOVEMBER ■ BY GREMLIN ■ PLAYERS 1-2 ■ COMPATIBILITIES LIGHTGUN

# Judge Dredd

He is the law! Step into the boots of the hardest character in comic book history!



■ Handcuff me! Please



■ Dredd: the big chin



■ JD steps into the limelight

They don't come any harder than Judge Joseph Dredd. For more than 20 years, Dredd's been busting perp ass in his 2000AD comic, and now he's ready to bust even more on the PlayStation. Gremlin's Judge Dredd game is an all-out blastathon, with JD using a lightgun to pick off punks on the streets of Mega City One. The plot involves a corrupt Judge who has put together an army of droids slaughtering everyone in their way. Who you gonna call?

### Heaven 17

The PlayStation version of Mega City One is split into 17 levels. The game moves you from one place to the next, so you can concentrate on blowing seven shades out of anyone wanting to take a pop at Dredd. As well as the metal muthas taking over the city, you also have to keep an eye out for civilians caught up in the crossfire: and save the stupid jaywalkers before they get iced.

### Mega City One

Artists from the comics are supplying the Mega City One look, and you'll pass through shops, lifts, and escalators searching for the corrupt Judge. And after 17 stages of death and gallons of gore, there's no way Dredd is going to bring him in for questioning!



■ An in-game view. It's simple: frag the perps



■ Dredd takes to his mota for more shootin'

● Dredd may be knocking on a bit, but if half the weapons from the comics make it into the game it could have real potential.







improve your chances with  
the opposite sex.  
Start using protection.

The daily wash that helps prevent spots before they start.







**IN CASE OF FIRE BREAK GLASS**



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No more gore please, we're British

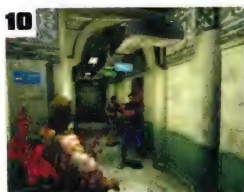
## RESIDENT EVIL DIRECTOR'S CUT

Three versions on one CD. Wow!

A cracking demo of Resident Evil 2 will be bundled with Resident Evil Director's Cut, which is out in November. The Director's Cut contains three versions of the original. The standard game is exactly that, the training mode has made for wimps who reckoned the original was too tough.

Then there's the advanced game. This has new outfits for the heroes Jill and Chris, and includes stacks of different camera angles, some more undead enemies and, according to Virgin, even a submachine gun. More gore is a no-no though. Virgin wants a 15 rating for REDC, so the bodycount stays the same. Bah.

1 Check out Jill's new top 2 So that's where Elvis has been hiding 3 Nothing new here



9 Point the gun down, then then blow the git's head off 10 Blood 'n' guts aplenty when you get the shotgun 11 Even the undead cops are against you 12 No bullets? Better leg it then 13 Ooh, bagged in the throat 14 Darn, you can't in the car 15 Go on, gis a kiss

November, followed by Monopoly Star Wars a month later.

## Midnight Run: Road Fighter 2 Konami

Midnight Run: Road Fighter 2 offers the usual tyre-burning stuff, screeching 'round tracks that get gradually harder.

The handful of souped-up saloon cars can easily top 200mph but can be customised to go even faster, while smart arses can switch from automatic to manual gears for that extra bit of speed and challenge.

Watch out for the other drivers, though. Their cars are probably better than yours and the buggers don't mind ramming you off the road to get to the finishing line first. Midnight Run: Road Fighter 2 is released at the end of the year.

## Nagano Winter Olympics 98 Konami

Nagano Winter Olympics 98 is gonna be as big as Oasis when it's released next January.

Obviously it's a winter sports game based on the Japanese Olympics in 1998. Just under a dozen events are in there, from speed-



■ Nagano Winter Olympics: downhill racing

OUT OCTOBER BY OCEAN PLAYERS 1-2 COMPATIBILITIES JOYPAD

# Super Pang Collection

Capcom and Ocean are forever blowing bubbles. But does Pang blow the big one?

Super Pang Collection is yet another retro pack of old arcade games bundled together on one CD. All three games share the one goal: guide a big game hunter around the world popping bubbles.

Yes, popping bubbles. These bubbles bounce over a series of single screen locations with countless exotic locations as backdrops. Armed with a harpoon gun, your hunter simply runs across the bottom of the screen and up and down platforms and ladders, using the harpoon to get rid of the bubbles. Simpler than a Boyzone fan.

## Bubbles Galore

Obviously there's more to Pang than that. The bubbles come in different sizes, and popping them splits them into smaller ones.



■ We're forever blowing up bubbles...



■ He's a panther that is positively pink...

If the hunter touches any of these he dies, so as the screen gets busier it gets harder to stay alive long enough to clear the level and move on to the next location.

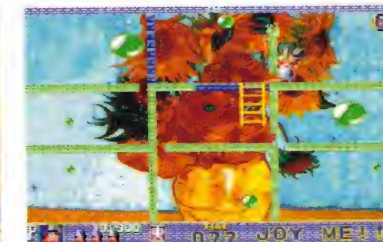
## Getting Harder

Extra weapons including guns and multiple harpoons can be collected to make life easier. But the number of bubbles and obstacles is also upped just to balance things out. The three Pang games offer the chance to travel the world, or tackle wave after wave of bubbles with a friend until you get killed.

● Pang's not exactly the best known arcade game is it? But Retro fans will no doubt pee their pants. Again. It's hardly one of the greatest 'old' games, though.



■ Did people really play this six years ago?



■ Blow up the walls to get to the bubbles

skating and giant slalom, to downhill and snowboarding. Figure-skating, half-pipe snowboarding and other trick events also feature, using different button combos to pull off stunts.

Graphics are smart and animation is cooler than ice, but gameplay? No idea at the mo. Find out more in the next couple months.

## Poy Poy Konami

Poy Poy is a new style of party game. Whatever that is. Up to four players battle it out at the same time in this bizarre game show. The aim of the game is, get this, to wipe out every player (except you, of course) by crushing 'em with rocks and loads of other nasty stuff.

The fights kick off over six 3D battle

arenas, such as the ice world and the rocky landscapes. By trouncing other bad guys you can earn cash to buy a power glove.

These give you bonuses like better throws and other special moves, making the scuffles even more intense. Keep an eye out for Poy Poy at the end of the year.



■ Poy Poy: weird shit ahoy!



# Auto Destruct

Become a vigilante and cause automobile mayhem as you track down an evil sect.

A world-class racing driver has suffered a terrible loss. Members of a weird religious group have wiped out his family in one terrible act of aggression. Armed only with his need for revenge, a sports car and a bag full of weapons, it's payback time. Let nothing or nobody stand in your way.

## Streets Of New York

Set across the streets of San Francisco, New York and Tokyo, Auto Destruct is split into sets of missions. Although the ultimate goal is to destroy members of a sect, much of the time is spent helping out police officers or messing up the plans of would-be bombers and other crims.

## Kill, kill

Perhaps the most encouraging aspect of Auto Destruct is the ability to drive in a totally



■ Park life and death

reckless fashion. It's not only possible to run down pedestrians, you can slam your car into reverse and finish the job. Screech away after an 'accident' like this and your tyres leave trails of blood. Cool.

● *Rough around the edges, but has some good ideas, particularly regarding the safety of other road users and pedestrians.*



## Gran Turismo

Sony has announced details of Gran Turismo apparently the most ambitious racer yet on the PlayStation!

Forty - count 'em - makes of sports car will be available in arcade mode, and championships will include 120. Rides can also be tuned and customised using several hundred



■ Jersey Devil: nothing to do with evil jumpers

parts. We've seen the game and it looked amazing. The realism and speed look cool, but we'll have to wait 'cos Gran Turismo won't be out until next year.

## Bugriders

Bugriders is a 3D racing/combat game where you jump on the back of giant insects. Expect 16 tracks, weird weapons, obstacles, traps, a two-player mode and some pretty freakish characters when Bugriders hits the shelves around Christmas.

## Maximum Force

Creators of Area 51, the gun game that blows goats, is set to release the sequel Maximum Force. Oh joy. You are a lone assassin who

# MDK

Bizarre 3D shoot 'em up starring a man in a rubber suit and a genetically altered dog.

MDK stands for Murder, Death, Kill, which should give you an accurate idea of what this game is all about. Take control of Kurt and leg it across planet Earth wiping out alien scum. Travel to strange cities constructed on giant moving platforms that are trundling around the globe destroying everything.

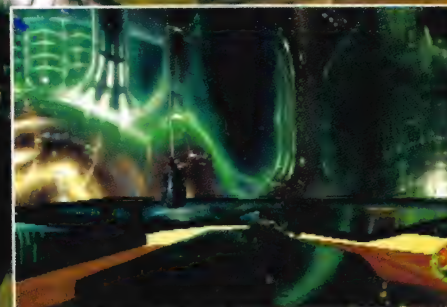
## Strange Brew

Apart from whacked-out 3D graphics, devastating weapons, plenty of big bosses, and gameplay that draws you into a strange

'MDK: Murder, Death, Kill. Just leg it across planet Earth wiping out alien scum'

new dimension, what really marks MDK out from the crowd is a feature called 'Zoomview', which makes it possible to switch to a view from Kurt's helmet, zoom in on distant enemies, then pop them with a selection of sniper bullets.

● *Once again the good ol' PlayStation proves it can handle games originally made for PCs.*



■ MDK is a shoot 'em up in a class of its own



■ Some of MDK's levels are absolutely stunning



■ Sony's latest racer has been kept hushed up

must venture through hundreds of areas, taking on tons of baddies. Terrorists are planning nuclear destruction to wipe out world economy. If, this lot also wants to give out mind-bending drugs. And hey kids, that's a bad thing. What might be a bad thing is the gameplay, which was crap in Area 51. We'll know in our December review.

## Formula Karts

Racing action should capture all the thrills of this sport thanks to the 3D graphics and the realistic handling. With laps only lasting about 20 seconds, races should be tense. Eight teams will compete over a variety of tracks and two-player mode is also planned. Formula Karts is due in November.

## Critical Depth

Critical Depth is an underwater blast fest. The idea is to capture alien pods which hold the key to wealth and global domination. Gameplay varies between combat and hide and seek. Special effects, like fog and realistic lighting, are combined with a cinematic soundtrack. Out for Crimbo.



# Red Asphalt

Mad Max racing with cranked-up cars and oversized guns. Fancy a dose of road rage?

**M**otormouth and his gang of freaked-out rebels are taking part in intergalactic races across the planets. Vowing to show no mercy against any other competitors their ultimate aim is to bring down a tyrant... Sissies stop reading now: this brand of racing is not for the faint-hearted. Gulp.

Red Asphalt mixes shoot 'em up and racing action, pitting you against five other reckless drivers. Set across four

worlds there's a total of 36 levels to master and a bunch of boss characters to wipe out.

Futuristic vehicles are kitted out for warfare, with things like Napalm Liquid Death, Anti-Matter projectiles, Nuclear Plasma cannons, Wrath of God Death Beams and more.

● *Nothing groundbreaking but could provide some laughs after a sesh in the pub.*



experience from their extremely playable Micro Machines V3 game, and produce a quality arcade racer.

● *Shows potential, but programmers need to strike the right balance between accuracy and adrenalin.*

1 Seriously realistic cars and tracks 2 Inside-car view amongst heavy traffic 3 Cones cut off sections of track, but we like to go our own way



1 Losing control in one of the weird cars 2 Red Asphalt has got plenty of weapons 3 Tracks are all futuristic



■ *Imagine taking that down the M1 "Up yours coppa"*

various nasties like wolves, rhinos and... ahem, a rabbit.

When in their animal forms, the range of punches and kicks are doubled, with each beast equipped with a move suited to the animal. I'd keep away from that rabbit, then. Beast is out in November.



■ *The game currently known as Eidos Soccer*

## Discworld 2 Psygnosis

Psygnosis is working on a sequel to its Discworld adventure. Based on characters in the Terry Pratchett Discworld books, it's an adventure game with the player guiding Rincewind the Wizard across a series of different locations.

Objects are collected and used, and puzzles solved using a simple system. The first game was enjoyable enough, and this looks to be a solid enough follow-up.

## Eidos Soccer Eidos

If this plays half as good as it looks, football fans will be laughing. Eidos Soccer is its temporary name. It looks the most detailed football game yet, with all the team shown in

full detail: even down to shirt sponsors.

It's programmed by the same guys who did Soccer 97, but this time round we're promised more volleys and fancy play. It looks brilliant so far, but only time will tell. Actually, only April will tell. That's when it's coming out...

## Skull Monkeys EA

Skull Monkeys is a platform game that looks like an explosion in a Play-Doh factory. All the main heroes and backdrops have been created using clay as a basis, and copied over to the distinctly un-claylike PlayStation.

The blobby star, Klaymen, has seen his evil nemesis, Klogg, take over his homeland and is ready to fight back. Skull Monkeys is a bizarre game to say the least.

The humour is based on fart gags, and the clay backdrops and heroes give the game a totally unique look. Interesting. Very interesting... Let's just hope it plays as well as it looks. It's out in January.

## Cool Boarders 2 SCEE

Snowboarding returns in the sequel to one of last year's coolest games. Cool Boarders 2 drops the player into some tough boarding courses and from then on it's time to impress with fancy jumps, spins and tricks in a race against the clock.

It's looking brilliant, and well up to the standard of the first one, but the best thing is the link-up mode which lets you and your mate try and outclass each other using the link cable. Watch out for it in March.



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**MAYBE LUNCH WASN'T SUCH A GOOD IDEA.**



**RAPID  
RACER**

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### JOYPADS

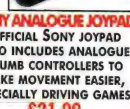


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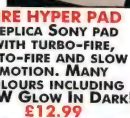
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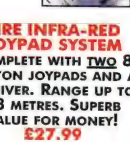
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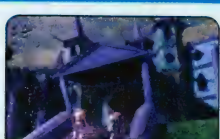
MARVEL SUPER HEROES DUE OCTOBER



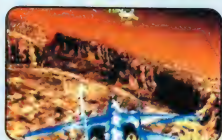
WCW VS THE WORLD DUE OCTOBER



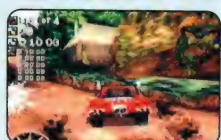
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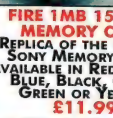
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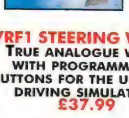
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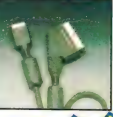
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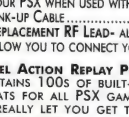
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### RELEASE LIST

FOLLOWING IS A LIST OF PROVISIONAL RELEASE DATES FOR FORTHCOMING RELEASES. PLEASE REMEMBER THESE ARE INTENDED AS A GUIDE ONLY AND WE CANNOT BE HELD RESPONSIBLE FOR ANY CHANGES OR DELAYS.

ACTUA GOLF '2	28TH AUGUST
ACTUA SOCCER 2	28TH AUGUST
ACTUA TENNIS	OCTOBER
APACHE LONGBOW	SEPTEMBER
BUBBLE BOBBLE 2	EARLY AUGUST
BUSBY 3D	15TH AUGUST
CASTLEVANIA	OCTOBER
CLAYFIGHTER EXTREME	4TH SEPTEMBER
CONQUEST EARTH	SEPTEMBER
DEATHTRAP DUNGEON	NOVEMBER
FANTASTIC 4	5TH AUGUST
FIGHTING FORCE	SEPTEMBER
HARD BOILED	15TH AUGUST
HERC'S ADVENTURE	SEPTEMBER
KILLING TIME	AUGUST
LETHAL ENFORCERS 1 & 2	AUGUST
LOST WORLD	SEPTEMBER
MAGIC THE GATHERING	AUGUST
ODD WORLD	18TH SEPTEMBER
QUEST FOR FAME	AUGUST
SCREAMER 2	END AUGUST
TIGER SHARK	21ST AUGUST
WARFAT 2	21ST AUGUST
WAR GODS	21ST AUGUST
WING OVER	1ST AUGUST

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2. You must ring us before sending your game in as prices for 2nd hand games can change quite regularly. You will be given an authorisation number which will be valid for three days.  
3. You will receive a credit for the agreed amount which you may use against other games, either new or used.  
If you would like to buy a 2nd hand game, simply ring sales for the current price. If your choice is not in stock, you may book a copy and it will be sent as soon as one becomes available. Remember, we do not charge your card until your game is sent!

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# The 1997 Golden Joystick Awards

Let the people who make your favourite games know how much you appreciate their skill.

**T**he Golden Joystick awards are your opportunity to recognise those people who provide you with the best games, and the best gaming information. Take a look at the categories listed below, and decide for yourself who or what have been responsible for making games even cooler from 1996 through to 1997. The Golden Joystick are rated as one of the most important events of the software year - and it's because you, the game-buying public do the voting! The 1997 Golden Joysticks are sponsored by HMV and in association with Nintendo 64 ad Sony PlayStation, and as an incentive, we are offering one lucky voter a state-of-art TV, while four runners-up will receive HMV vouchers to the tune of £100! Here are the categories to vote for:

## SOFTWARE CATEGORIES

### (1) BEST-LOOKING GAME

The game blew you away with its visuals. Consider variety, speed, detail, clarity, colour, and style.

### (2) BEST-SOUNDING GAME

They told you to turn it down, but you couldn't hear them above the awesome noise from your PlayStation sound system!

### (3) FAVOURITE GAME CHARACTER

Name the one character which you rate as the best for the PlayStation, or have bizarre dreams about. And still respect in the morning!

### (4) PLAYSTATION PLUS BEST PLAYSTATION GAME

A tough category since there are so many big games for Sony's wonder machine.

Only you know which one you've played until the wee small hours night after night.

### (7) MOST ORIGINAL GAME

Considering everything you've seen or played in the last year, decide which of those could be considered truly unique.

## MAGAZINE CATEGORIES

### (10) BEST-LOOKING PAGES

Our designers work through the night to present games in the best possible way. Name the feature which made the game you adore come to life.

### (11) SCOOP OF THE YEAR

PlayStation Plus prides itself on breaking the hottest videogame news stories. Name the one which took you days to recover from.

### (12) BEST REVIEW WRITER

Of all the writers from the Emap magazines (the titles are mentioned on this page) whose words do you value the most?

## GAMES INDUSTRY CATEGORIES

### (13) BEST AD

There have been some games ads recently which have been genuinely cool. A miracle! So, billboard or TV - whose ad made you go 'Wow'!

### (14) BEST DEVELOPMENT TEAM

These people make the games you play. Some are so skillful they deserve to become superstars.

### (15) BEST SOFTWARE HOUSE

Companies who make sure the best games are made available to UK players. For example Virgin, or Acclaim. Who do you reckon consistently puts out the best games?

## ENTRY VOUCHER

NAME:

AGE:  TELEPHONE NO:

## SOFTWARE CATEGORIES

(1) BEST-LOOKING GAME

(2) BEST-SOUNDING GAME

(3) FAVOURITE GAME CHARACTER

(4) PLAYSTATION PLUS BEST PLAYSTATION GAME

(7) MOST ORIGINAL GAME

## MAGAZINE CATEGORIES

(10) BEST-LOOKING PAGES

(11) SCOOP OF THE YEAR

(12) BEST REVIEW WRITER

## GAMES INDUSTRY CATEGORIES

(13) BEST AD

(14) BEST DEVELOPMENT TEAM

(15) BEST SOFTWARE HOUSE

## YOU'RE A WINNER!

Apart from voting for your favourite videogame related things, we're also offering a state-of-the-art TV to the person whose nominations come closest to the winners, and four runners-up prizes of £100

of HMV vouchers. Closing date for entries is 21 October 1997. ADDRESS ENTRIES TO: GOLDEN JOYSTICKS 1997. PLAYSTATION PLUS, 37-39 MILLHARBOUR, ISLE OF DOGS, LONDON. E14 9TZ



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Official PlayStation Magazine

- Maximum sensitivity and 360° manipulation providing the most reliable, comfortable directional control ever.
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## BEST PORTABLE

**Philips 29PT9113C**  
**£299.99**

**It's good** If space is a problem, get a portable. Don't bother with anything less than 17 inches though, 'cos you'll have to squint just to see what the hell is going on. Anyway, this Toshiba. The screen for this little beast is nifty, and gives as good a picture as the bigger tellys (except it's not as big. D'oh!). It's great for all games then, even if there's loads of tiny text to read.

**But...** No Nicam stereo means you won't get the best from the PlayStation's CD-quality sound. There's only one Scart plug too, so you can't have the video connected at the same time as the PlayStation, unless you're running one through the aerial socket.

**Techy bit** 17 inch screen, teletext, Scart socket. Call 01276 62222 for more info.



## BEST FOR RICH KIDS

**Philips 29PT9113C**  
**£1099.99**

**It's good** Smart looking telly with top-quality picture. The 29 inch screen's a whopper, which gives fantastic detail and colour reproduction. The sound system rules too, and for the enormous price tag you get a seven-speaker Dolby Surround system that'll change your videogame

experience forever. Best of all is the picture-in-picture mode. Using this you can play your fave game and watch the telly or a dirty video at the same time. Anyone for Spunky Nuns versus Crash Bandicoot?

**But...** Ouch, that price tag stings.

**Techy bit** 29 inch screen, Nicam Stereo, teletext, three Scart sockets, picture-in-picture, Dolby Pro-Logic seven-speaker surround sound system.

Call 0181 665 6350 for more info.



## BEST FOR UNDER £400

**Philips 21PT442B**  
**£399.99**

**It's good** Stylish, compact design means it won't crowd your games room like a 30 inch giant. Instead you get a decent picture that's big enough for a quick blast on Time Crisis, and so clear you can see the itsy-bitsy characters in Worms without squinting.

The sound is surprisingly meaty for a telly this size, and is more ear-shattering

than anything Sony has to offer in the same size bracket.

**But...** Compared to a standard 14 inch portable this 21 inch screen is bliss, but next to the big enormo-tellys it looks tiny. Great for the price, but if you can spare the cash it's worth shelling out for bigger.

**Techy bit** 21 inch screen, Nicam stereo, teletext, two Scart sockets. Call 0181 665 6350 for more info.



## BEST WIDESCREEN

**Sony KV16WT1**  
**£399.99**

**It's good** This teeny-weeny widescreen is perfect for videogames 'cos the game button will automatically size the picture up to fit the screen. Well, most of the time anyway. It looks kinda cool too, and because it's quite

small it's perfect for bedroom gaming. Stick it in the corner, hook up a PlayStation and groove on down to some serious Resident Evil-ing.

**But...** At 16 inches it's not much bigger than a portable. There's no Nicam sound either, although there is a better model with stereo sound, at a little extra cost. Then again, the £400 price tag is a bit steep in the first place, let alone forking out more.

**Techy bit** 16 inch widescreen, teletext, Scart socket Call 0181 784 1144 for more info.



## Jargon Buster

**Wanna know what a Scart is? Read on...**

**Scart:** it's a square-shaped socket that connects a PlayStation to a telly using a Euro A/V cable. Run your games through this and the picture will be clearer.

**Nicam:** digital sound system which means you'll get top quality audio sound from separate left and right speakers.

**Dolby Pro-Logic surround sound:** A built-in box of tricks that, with the help of an extra set of speakers, blares sound from all directions. Not all games support surround sound though.

**Fastext:** Like Teletext, but you can flick between pages really quickly.

**Picture size:** Screens are measured from corner to corner, not from left to right.

## What to look for

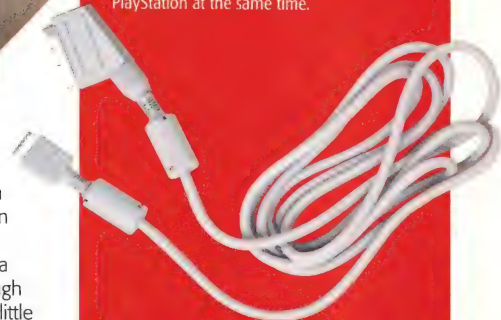
**So this Scart thingy. What do I want with one of them?**

Once you've sat yourself down with a stiff drink and worked out how much cash you've got to spend without risking total financial wipeout, your next step has to be asking yourself what size of screen you're after.

Apart from the bleedin' obvious things like making sure it fits in your bedroom or front room, you've got two things to remember.

First of all, look for a telly that has Nicam or Dolby Surround sound. The PlayStation has CD-quality tunes, so they'll be wasted otherwise. Also go for a TV with a Scart socket or two. The picture quality is loads better, and if you've got two plugs you can rig up your video and PlayStation at the same time.

■ This is what boffins call a Scart plug but Sony's own cable is called a Euro A/V cable. It is your gateway to videogame heaven



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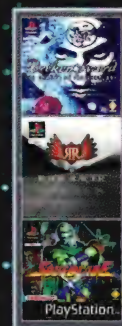
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1 It's a cinch to wreck your car in F1 97 2 Driving through Monaco's red light district can be tricky 3 Those ker-azy pit mechanics, havin' a laff by strapping fireworks to your tyres. Ho-hum 4 Look closely enough and you can even see the brake discs glowing. Pretty smart, huh? 5 You too can drive an F1 car, just like our fuzzy-haired writer shown here 6 The detail on the cars is well impressive

15,500 revs per minute. 210 miles per hour. 0-100 in under three seconds. Don't forget your rubber pants as you climb behind the wheel of a ball-burstingly fast F1 car. It's...

# Bigger Harder Better Faster



◀ Okay, so F1 97's graphics don't look as blinding as this artwork, but they're still pretty damn good. Turn the page and check 'em out

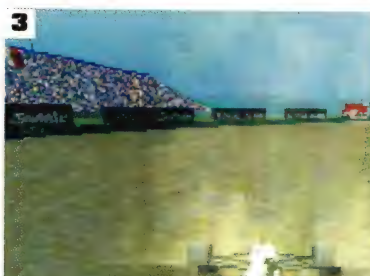
**M**ichael Schumacher gets paid a total of £30 million for driving a measly 17 races a season. Is he worth it? Course he is, he's the best in the world. I mean, you might be able to

touch a ton in your Ford Escort, but try steaming around Silverstone at breakneck speeds. Reckon you could do it? In the pouring rain? C'mon then, prove it...



## Graphics

F1 97 is visually goddamn sexy. The high-resolution graphics means it looks more detailed and crisper than most racing games, but best of all it shifts like shit off a shovel. The cars are well smart, decked out with all the proper sponsors, and the staggering detail even stretches to tyres: chalk marks can be seen when they're new, but slowly disappear as the race goes on! Shame about the smeggy pop-up though (see below).

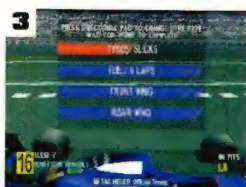
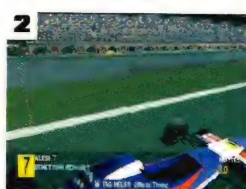


**1** You won't find crisper graphics than those in Formula 1 97 **2** The cars are detailed too. Even the driver tilts his head around corners! **3** TV-style presentation: just one of F1 97's visual highlights **4** Even the intro screens are presented like the TV coverage **5** It's amazing how similar the circuits look compared to the real thing

## '...trees, grandstands and even a cliff face suddenly appear out of nowhere'

## Pits

Slide into the pit lane and the car drives itself, automatically pulling into the garage. Damage to front and rear wings is automatically repaired, while drivers get a few seconds to switch between slicks, wet and monsoon tyres. To quit refuelling, step on the gas and steam outta the pit lane.



**1** Cut your speed in the pit lane unless you wanna cause more damage **2** The car automatically pulls itself into the garage... **3** and you decide which tyres to bolt on and how much fuel to put in

## Pop-up problems

Pop-up; the bane of racing games, and pretty much all of 'em are dogged by it. Its the term used when the background suddenly springs into view, or pops up as you get close. Formula 1 '97 suffers from it big time. Entire grandstands appear out of nowhere. Trees miraculously sprout from the ground. Hell, a cliff face builds itself in front of your eyes along the back straights of the A-1 Ring track! Okay, so some of the simpler courses, like Estoril for example, aren't quite so bad, but Monaco's got more pop-up than a 3D kid's book.



**1** One minute there's no sign of the distant tower blocks... **2** ...the next they've appeared out of nowhere. Utter toss **3** Even the grandstands at Silverstone suddenly spring in view... **4** ...and the hills in the distance at Suzuka **5** Pop-up is really bad on the complex tracks like Spa... **6** ...but it's not that nasty on the simpler circuits like Nurburgring

## Cars and drivers

You can be Damon Hill. On second thoughts, you might wanna be Michael Schumacher... Whatever, all the drivers and cars are in the game, and each handles differently from the other. Here's the low-down on which cars and drivers perform the best. (Note that Jacques Villeneuve has been replaced by Williams Driver One. God knows why, but he ain't there).



**Constructor:** Benetton  
**Drivers:** Jean Alesi and Gerhard Berger  
**Any good?** The best all-round mola car, so it's great for rookie F1 drivers



**Constructor:** Sauber-Ford  
**Drivers:** Johnny Herbert and Nicola Larini  
**Any good?** Shite acceleration but pretty swift when it eventually reaches top speed



**Constructor:** Ferrari  
**Drivers:** Michael Schumacher and Eddie Irvine  
**Any good?** Really fast but a total bitch to handle going round those tight corners



**Constructor:** Mugen Prost  
**Drivers:** Olivier Panis and Shinji Nakano  
**Any good?** This baby sure is fast off the mark, otherwise it's a turd



**Constructor:** Minardi  
**Drivers:** Jarne Trulli and Ukyo Katayama  
**Any good?** Kind of. Good acceleration, superb brakes but bollocks handling



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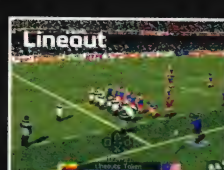


# Big Bloke. Big Game.

"THE BEST RUGBY GAME I'VE EVER COME ACROSS"  
9/10 PlayStation Pro

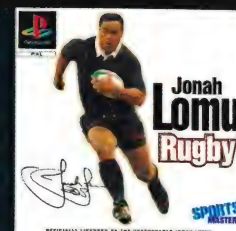


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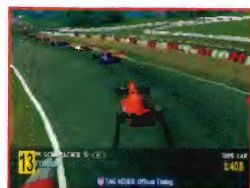
With all the speed of the backs, and the aggressive power of the forwards, comes the definitive multi-player rugby game featuring - tackles, scrums, lineouts, rucks and mauls.

Website: [www.codemasters.com](http://www.codemasters.com)



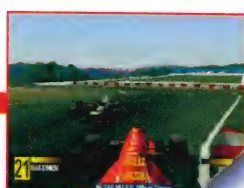
**THE BEST SELLING  
RUGBY GAME\***





Another evil chicane; a right followed by a left  
What gear? 2nd  
How fast? 40mph

**Triangle**



## Analogue Controller

Got an analogue controller? Then whip it out for this. It works well with the new pad, using the left stick to steer and the buttons to accelerate and brake. We had some problems with it though, and when taking a tight corner it's easy to accidentally press the stick button. This flicks to the rear view, making it well hard to exit from the corner properly.



Old Nige Mansell set the track record back in 1992. Clocking up an average speed of 130mph in his Williams, he racked up a lap in 1.40.64 seconds. Beat that.



Super-fast left-hander just past the overpass  
What gear? 6th  
How fast? 160mph

**130 R**



This wiggly bend goes left then right  
What gear? 4th  
How fast? 90mph

**S Curve**



The last thing you'll see before success/failure (delete as applicable)  
What gear? 6th  
How fast? 180mph

**Start/finish**



This slight right-hander follows the start/finish straight  
What gear? 3rd  
How fast? 90mph

**First Curve**

## Flags

Let's face it, Grand Prix racing ain't like football. If someone commits a foul you can't hear the referee's whistle. Instead marshalls use flags to communicate with the drivers. Here's what they mean.



■ Black/White: Quit ramming or you're outta here



■ Yellow: Danger ahead, better watch out



■ Black: You were warned arsehole, now get lost



■ Red: Someone's buggered their car so the race is on hold

## Practice and qualify

Get to know a circuit before you race. That way you'll know which corners come next and what speed to take them at. Qualifying is also essential. You get a dozen laps to notch up the best time, then you're dumped on the grid depending on your performance. Do well and you're near the front. Blouse it and you'll be starting from the back.



■ In practice mode you've got the circuit to yourself



■ When qualifying, other drivers are out looking for pole position too



■ You're automatically placed on the grid, depending on your best lap time



# PaRappa The Rapper

I gotta believe!

TM



Instructor Mooselini



Parappa



Sunny Funny



Prince Fleaswallow



Cheep Cheep  
The Cooking Chicken



Katy Kat



PJ Berri

"Sounds Cool"

"The skunk over here will bring you luck"

"I'll have a ginger soda"



© Rodney A. Greenblatt/Interlink

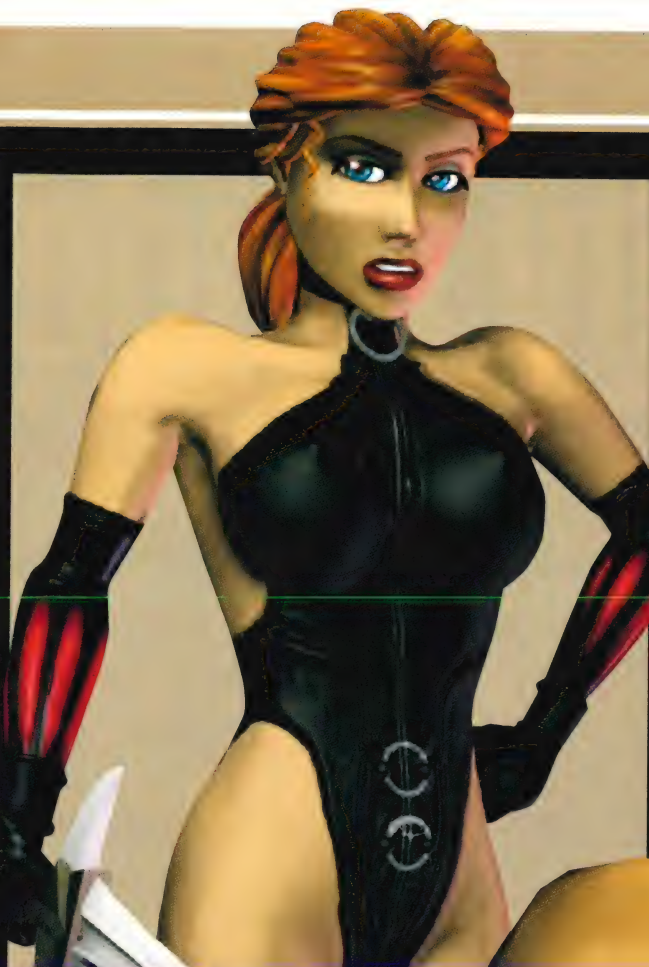
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PaRappa The Rapper © 1995 Sony Computer Entertainment Inc. All rights reserved. Developed by Sony Computer Entertainment Inc. Published by Sony Computer Entertainment Inc.



£29.99





♦ **Red Lotus**  
Sword swinging, leather wearing wench from *Deathtrap Dungeon*.

**Distinguishing features**

She's virtually naked, how eye-catching can you get?

**Would your mum like her?**

No way. Your parents wouldn't let this brazen hussy into the street, let alone the house.

♦ **Sakura**

Petite *Street Fighter* minx whose cute schoolgirl looks hide a bitch-from-hell attitude.

**Distinguishing features**

Typical Jap totty; jailbait appearance and wide Manga eyes.

**Would your mum like her?**

If you still haven't taken your GCSEs, then yes. Otherwise it's a no-go, cradle-snatcher.

**Spoken for?**

Take a good, long, hard look at her. If that leather thong says anything at all, it's pretty much along the lines of "night stand".

**Most likely to...**

Hold a sword to your throat and demand sexual satisfaction.

**Least likely to...**

Purr like a fluffy kitten and fulfil every fantasy.

**Spoken for?**

She's barely old enough to want Bambi, let alone be your hot date for the night.

**Most likely to...**

Blow you out 'cos she's got her homework to do, or her pony to groom. read *Smash Hits*...

**Least likely to...**

Know what doggy style is, unless you're talking about swimming. Or rap.

♦ **NIKKI**

Previously Dutch-chested spellcaster whose cupsize is now, frankly, overflowing for *Pandemonium 2*.

**Distinguishing features**

C'mon, there's only one thing you're looking at, and it ain't her face.

**Would your mum like her?**

If they don't, Nikki's got a few magic tricks up her sleeve to win 'em over.

**Spoken for?**

With magic powers like these, why should she stick with a guy like you? Unlucky, pal.

**Most likely to...**

Get off with Gandalf. Or be in the next Russ Meyer film.

**Least likely to...**

Fill the shoes of the lovely Debbie McGee.









## Turn 1 Jump

It isn't mentioned on lap 1 because it isn't a danger. On later laps you can just about make it at 150kph.



## Turn 7 Hard left

Slow to 70 and take the left turn very tight. Slow to 70kph again to take the next Hard right.



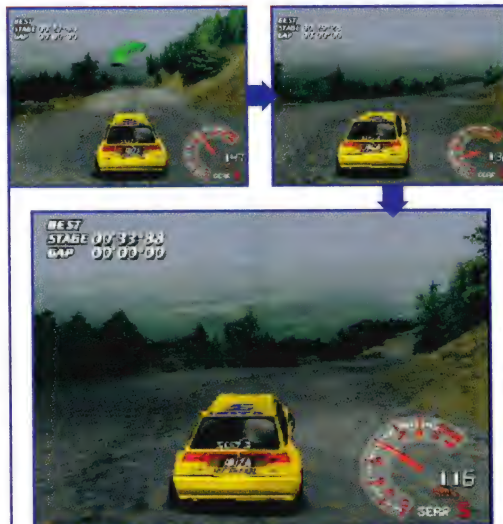
## Turn 13 Easy left into easy right

There's a great straight before this so you should be at top speed. Drop to 150kph for the chicane.

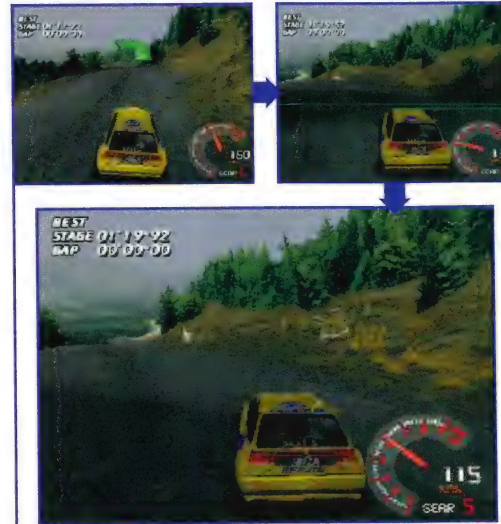


This turn isn't mentioned on lap 1; on the other laps it has to be taken at 115kph.

## Turn 1 Easy left



## Turn 2 Easy right



## Turn 12 Easy left

Careful on the bumpy straight leading up to this 120kph turn, you'll have a lot of speed to lose.



## Turn 1 Hard left

Kept under wraps on lap 1, this can be taken at speeds of up to 150kph anyway, so don't worry.



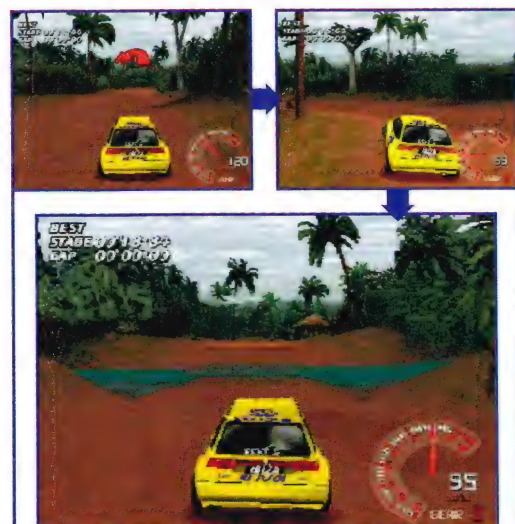
## Turn 3 Medium right

Wide, medium, but bumpy. Freewheel at 80kph. Do it again for the next two medium corners.



## Turn 9 Hard right

You'll want to take it tight and take it at 50kph. That's all there is to it...



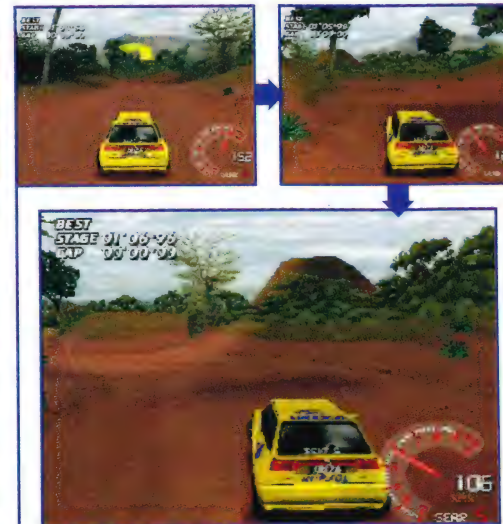
60kph, and line the car up with the bridge when you cross the dip just past the turn, or you'll flip over.

## Turn 2 Hard left



Another 60kph hard turn, just don't get caught up on the bumpy sides of the track.

## Turn 5 Hard right



This is after a straight so slow down fast but late to about 100kph, and then cruise round.

## Turn 10 Medium left



## Turn 7 Medium right

Nothing too hard up to this one. Teach it a lesson by sailing round at 130kph.



## Turn 15 Easy right

After three chicanes you think you've got off with this 'easy' turn. Don't be fooled: take it at 115kph.



## Turn 16 Easy left into easy right

Be careful out the chicane, it's a narrow squeak. After this, take the next three turns at a max of 110kph.



You can hit this at 145kph and still be all right, just slow down afterwards for the chicane.

## Turn 7 Jump



After two easy chicanes before this, slow to 115kph for this turn and the Easy left after it.

## Turn 12 Medium right



At the rise top after the bridge, slow to 80kph, brake to 65kph on the left turn into the right one.

## Turn 27 Medium left into right



Slow to 60kph; then to 40kph to get through the Medium left into medium right chicane afterwards.



At the end of the only decent straight. Pity, as you'll have to slow down to 80kph to get through.



Down to 60kph to pass the chicane, and then keep braking to 25kph to get through the evil Hard right.



Don't speed: you must do this at 80kph or you'll hit the snowbank on the left.



Drop to 50kph to get through the left, and then accelerate out of the chicane.



Bends slightly left before going right. 120kph, and then do the Hard right that follows at 25kph.

### Turn 4 Easy right

### Turn 7 Left into medium right

**Turn 11 Easy right**



PRICE	£44.99
COMPANY	KONAMI
REVIEWED	JUNE 1997
SCORE	92%
VERDICT	THE BEST FOOTIE GAME

## Lure the Goalie Out

Tricky, as ISS Pro has the best defenders of any footie game. Still, if you fancy your chances it looks super cool in replay.

### Method: 1



- 1 Take the ball along the wing and wait for your attackers to arrive
- 2 Pass the ball  $\otimes$  to the nearest player and wait for the defenders to rush in
- 3 As the defenders get close, pass it again  $\otimes$  to another player
- 4 As the ball starts getting closer to the goalie, the defenders back off
- 5 The goalie will start to come out, so just wait until he's really close and pop it past him using the shoot button  $\bullet$ . Now take the piss out of the crap defence

How often does it work? (5/10)

## Wrong-footing the keeper

Having a crack from a free kick never works, so don't even bother. Instead, try this idea which works one or two ways.

### Method: 1



- 1 Pass the ball  $\otimes$  to a player in midfield
- 2 Head for goal. If defenders aren't near enough to tackle you, sprint  $\mathbf{R1}$
- 3 Hold the ball at the edge of the penalty area, if tackled you might get a free kick
- 4 Move into the area, the goalie will come out
- 5 Move to one side and punt the ball past him  $\bullet$

How often does it work? (7/10)

## ISS Pro Rules

Dos and don'ts for Internationals.

- 1 Don't tackle another player unless you are facing them. Most tackles from behind will result in a foul.
- 2 If a player comes to you with the ball, slide at them to tackle. They will fall over, and by the time they get up you'll be well away.
- 3 Don't bother chasing a player who's miles ahead. Switch control to someone just in front of him  $\mathbf{L1}$ .
- 4 Long corners rarely work. Pass the ball short to the nearest man  $\otimes$  and take him to the edge of the penalty area. Now hoof one in high  $\bullet$  as the keeper can't reach these very well.
- 5 Shots from outside the penalty area go in once in a blue moon. Don't bother.
- 6 If your players bunch together while running, use the through-ball  $\Delta$  to pass to the one furthest ahead. The rest should move away into position now.
- 7 Don't sprint in your own penalty area. The chances are you'll run a loose ball into your own net!
- 8 If you get surrounded by the other team, hoof the ball across to the other side of the field  $\bullet$ . You'll have a clear run at goal.
- 9 If you find yourself one-on-one with a defender holding the ball, slide-tackle him. You'll nearly always win the ball, and an open goal awaits!
- 10 If you're just behind an attacker, stop sprinting and when there's a slightly larger gap nip his ankle with a sliding tackle  $\bullet$ .

# Super Puzzle Fighter II

Teach those cutesy puzzlers a lesson with our mini-guide to Capcom's block-buster.

## Akuma



### For player one:

Highlight Morrigan, hold **SEL** then press  
 $\blacktriangle \blacktriangledown \blacktriangleleft \blacktriangleright \blacktriangleup \blacktriangledown \bullet$



### For player two:

Highlight Felicia, hold **SEL** then press  
 $\blacktriangle \blacktriangledown \blacktriangleleft \blacktriangleright \blacktriangleup \blacktriangledown \bullet$

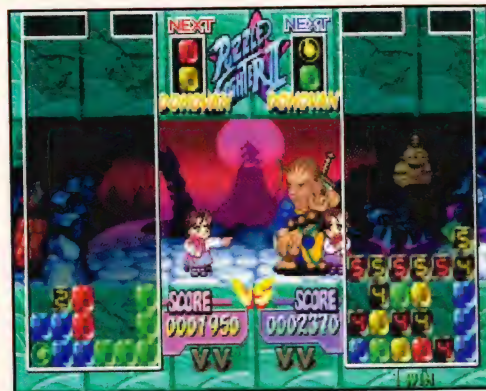
## Anita

### For player one:

Highlight Morrigan, hold **SEL** then move the cursor two spaces to the right onto Donovan and press  $\bullet$

### For player two:

Highlight Felicia, hold **SEL** then move the cursor one space to the left onto Donovan and press  $\bullet$



## Devilot



### For player one:

Highlight Morrigan, hold **SEL** then press  
 $\blacktriangle \blacktriangledown \blacktriangleleft \blacktriangleright \blacktriangleup \blacktriangledown \bullet$  wait for the timer to reach 10, then press any button.

### For player two:

Highlight Felicia, hold **SEL** then press  
 $\blacktriangle \blacktriangledown \blacktriangleleft \blacktriangleright \blacktriangleup \blacktriangledown \bullet$  wait for the timer to reach 10, then press any button.



Naturally, our joypad surfers try out all the codes before you see them, and these are the screenshots of the actual cheats in action. These two Devilot codes took a few goes to get right but they do work, it's just a case of getting the timer dead on ten. So have faith. We ain't messin' ya.



## DIE HARD TRILOGY

I heard there were cheats on Die Hard Trilogy to make everything fat/flat. I'm a big fan of the game (and the films) so any chance of printing them. Oh, and while I'm here which lightgun do you recommend for getting the best out of the Die Harder section. Cheers.

Gavin Joseph, Scarborough

**plus** Here's a funny thing. When we read your letter we didn't know whether the word you wrote was 'flat' or 'fat'. But guess what? There are codes for both! So here they both are. Plus a skeleton mode 'cos we're nice. And the gun? Turn to p122 to find out what we think.



### FLAT MODE

In Die Hard 3, pause the game and hold **R2** while entering: **↓ ↑ ↓ ↑ ↓ ↓**



### SKELETON MODE

In Die Hard 1, pause the game and hold **R2** while entering: **10 x 2** followed by a further **4 x 2**. Hey presto! Skellingtons!



### FAT MODE

In Die Hard 1, pause the game and hold **R2** while entering: **↓ ↓ ↓ ↓**. Porky! Hey John, lay off them cheeseboigers!

## ACTUA SOCCER 2

Will Actua Soccer 2 for the PlayStation include a transfer section like Fifa '97?

Alex Lally  
Bexleyheath

**plus** No.

## DECISIONS, DECISIONS

Should I buy V-Rally, Rage Racer or Wipeout 2097? And should I buy Soul Blade, or wait for Tekken 3 to come out?

Anthony Noble  
Oldham

**plus** Buy one, rent another and use the coupon on the cover to play the other one free. And just get Soul Blade now, there's a long wait for Tekken 3, so plenty of time to save up.

## DARK FORCES

I know I should probably have completed it by now, but I'm only just getting round to playing Dark Forces. And I'm stuck. Help!

Sean  
Hunstanton

**plus** Hey, this isn't a competition y'know. You take as long as you want on the game. And if your mates give you stick tell 'em we said it was all right. Right? OK, for the Dark Forces level skip, enter this password: **P3NDLDQNY2**. What's more, the game has a cheat menu. Enter this code to access it: **↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓**

## It's bollocks

Our bullshit buster strikes again

## SYNDICATE WARS WEAPONS CODE

This crap cheat code was circulating on Internet sites and lesser mags for months, even before the game was released. So if you see this cheat offered anywhere:

"To access all weapons, hit the following buttons during the intro screen:  
**↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓**  
(a shot will be heard if this has been correctly done.)" don't even think about trying it out...

## WIPEOUT

I have heard rumours that there is to be a sequel to Wipeout 2097 called Wipeout XL, is this true? If so, when's it being released? Also, in Pandemonium 2, instead of playing with Nikki can you use Fargus?

Matthew  
A PlayStation fan

**plus** Wipeout XL is the American name for Wipeout 2097. Presumably because the American market isn't ready for a complex numerical title. As far as we know, there's no Wipeout sequel in the pipeline (bah). And yes, you can play as both Nikki and Fargus in Pandemonium 2.

## Cheatnet

### Bags of sites for tips

Yeah yeah, we know already! Not everyone has access to the net. But shuddup because we do. And when we're not 'surfing' it in search of nude Pamela Anderson pics, we're checking out the best PlayStation and games sites around. Here are some of the ones that caught our eye. Don't phone us if they give you a virus or a plague of dust mites that invade your home. Just don't. We're like the cloakroom at the club. We take no responsibility for any... blah blah, blah.



<http://www.segasages.com/>  
OK, so any site with Sega in the title should normally be avoided like a Boyzone record. This is different, trust us.  
<http://www.gamezilla.com/cheats.asp>  
Heaps of hints, tips, walkthroughs etc.  
<http://www.student.uwa.edu.au/~predator/faqs.html>  
More FAQs than you can eat.  
<http://www.gamafaqs.com/tpsx.html>  
Hardcore FAQs for serious joypad junkies.  
[www.ai.ai.com/~freddy/animepsx/cheat.html](http://www.ai.ai.com/~freddy/animepsx/cheat.html)  
Loads stuff. Cool presentation too (below).



## THEME HOSPITAL

Theme Hospital for the PC is a truly brilliant game. I was wondering if it would be coming out for the PlayStation?

R Thompson  
Collingtree

**plus** Apparently not. The subject matter isn't suitable for the Japanese market, so we're told.

## TOBAL 2

I hear that Tobal 2 won't be released in the West due to poor sales of the original. Anyone we can write to? Maybe you could get readers to write in with titles they want to see and perhaps you could pass it on?

Ross Hunter  
Harrogate

**plus** It seems likely THQ will pick it up for UK release. We hope they do. As for other titles: good idea. We recommend a campaign to get the excellent Runabout out in this country. All together now... welease Wunabout!

## SPEAKA MA LINGO

I am interested in becoming a games programmer, and would like to know what computer language I need to learn to accomplish this?

Andrew D'Souza  
West Croydon

**plus** Our programming spod reckons you need to get to grips with something called C++ to get you started. You could also do worse than contact Sony and get information on the Yaroze which allows users to program for the 'Station. Good luck, and do us a good game, OK?

## Time Crisis

### Where to stick that gun

### TIME CRISIS

In the August edition of Plus you said the gun you get with Time Crisis plugs into the video-out jack point at the back of the PlayStation, but this is where my RFU unit plugs in. Is Namco saying that I have to buy a Scart lead? If so, they can piss off as my TV doesn't have a scart socket.

Matthew, a PlayStation fan

**plus** We get a lot of enquiries about this, so let's clear it up, shall we? The G-Con 45 (which comes with Time Crisis) plugs into the usual controller port at the front of the PlayStation as well as the yellow socket at the back. As you point out, if the yellow socket is otherwise employed with the RFU unit, or if you don't have one (as with newer PlayStations), this is a problem. One solution is to use a Scart cable which plugs into the AV Multi Out socket at the back of the PlayStation, thus freeing up the yellow socket for you to stick your gun in. But you don't have a Scart TV, so are you bollocks? No. Put your hands together for the for the AV adaptor (left) which plugs into the AV Multi Out socket. This adaptor has the red, yellow and white sockets on it. And you plug your gun into the yellow one. The usual AV socket plugs in the other end. It's not been confirmed if you'll have to buy it or if it'll come with the game.



# PLAYSTATION PROBLEM?

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TIPS  
SERVICE

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It won't cost you anything to send us a question about games, tips, moves, cheats, release dates, gear etc. All you need to do is just write your question on this form, rip out the page, and follow the instructions on the next page.

We'll pay the postage, and answer your questions in the magazine.

### MY PLAYSTATION QUESTION IS...

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### MY DETAILS ARE...

Name: .....

Address: .....

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Date: / /



# Eye Candy: G-Police

**You are G-POLICE.** You gotta Hov-copter, a great big gun and a mission to rid the streets of drug-running scum. **Get to work, kid...**





### 3. CROSSING

**ISS Pro:** Oh dear. Yes, you can cross in ISS Pro, with the **R1** button. The crosses are usually so low, though, every player in your front line has a kick and misses, or they are swept in towards the keeper who just jumps up and plucks the ball out of the air. A good idea in theory, but one that doesn't work.



**Soccer '97:** The crosses are excellent in Soccer '97. After a lightning run down the wing, the **R1** button sends a perfectly-weighted cross into the box. Then all you need to do is use the **○** or **△** buttons to pull off a header or bicycle kick and send the ball straight into the top-right corner. Blistering goals every time!



**GOAL!**  
SOCCER '97 FIGHTS BACK  
ISS PRO: 2 '97: 1

### 5. HEADERS

**ISS Pro:** The large players jump up well, but their aim is far from sorted. The only header which seems to work is if your player dives to meet a grasscutting low cross... and that's rarer than Southampton winning. And if the ball is headed anywhere outside the penalty area, players knock it back to the bloke who crossed it!



**Soccer '97:** Here's another one of Soccer '97's strong points to enjoy. Diving headers and bullet headers are made really dead easy for you to pull off, with the **○** controlling both of these moves. Your PlayStation does the hard work and even judges for you whether or not your player should dive, or just end up jumping for the ball. And, to add to the preciseness of the control, the headers can also be directed using the joypad. This, quite frankly, has got to be the most sussed system of any footie game. Enjoy!



**GOAL!**  
SOCCER '97 EQUALISES WITH IN-AIR SUPREMACY!  
ISS PRO: 2 '97: 2

### 4. SHOOTING

**ISS Pro:** ISS Pro should win this hands down. It has loads of volleys, lobes and shots on offer, and they're all easy to pull off. But they just never go in... In fact, no matter how hard the volley, it either cannons off your own team mates or the keeper mops it up! The same also goes for long shots, apart from those where it's just you man on man against the goalie.



**Soccer '97:** Now this is just bloody daft! Soccer '97 turns every player (even Derby County's) into David Beckham. Shots from the halfway line nearly always go in, and anything shot from outside the penalty area stands a fighting chance! Yet, for some unknown reason, it's bleeding impossible to score from inside the box.



**MISS!**  
NO SCORE: BOTH A BIT ARSE  
ISS PRO: 2 '97: 1





## 10. PENALTIES

**ISS Pro:** More than a bit bobbins. Taking the kick is fine, as the shots can be either side-footed or tonked in, but saving is a different matter entirely. The keeper is slow to respond, and nine times out of ten, the ball will sail into the net while the dozy tosser stands there watching it.



**Soccer '97:** Not bad, but a bit easy to save. A floating ball cursor moves around in front of the goal, and pressing the **X** button kicks the ball where it's currently aimed. This is fine, but all the goalie has to do is watch the cursor, and just ram the joystick that way. More penalty saves than David Seaman during Euro '96.



# MISS!

EITHER IMPOSSIBLE TO SAVE OR TOO EASY. NO SCORE...

**ISS PRO: 4 '97: 3**



## 11. CORNERS

**ISS Pro:** You can loft in ISS Pro's corners at any angle, using low or high kicks. A power bar indicates the strength of the punt, but it's very rare that someone actually manages to get on the end of one. As with first-time shots, the goalie always gets in first, or it just passes over for a throw-in. It's like watching a Sunday league game.



**Soccer '97:** You use a cursor to position the ball, and after touch can be added to bend the cross. Or bend in crosses to the line, and throw loads of mad sods in for diving headers. Or belt a corner out to the far corner and meet it with a bullet volley. Scorchio!



# GOAL!

**SOCCER '97 PULLS IT LEVEL**  
**ISS PRO: 4 '97: 4**



## 12. FREE KICKS

**ISS Pro:** Utter pants. According to the manual, you should be able to bend the ball around the defence and add after touch. Like hell! Virtually every free kick in ISS Pro is tonked over the bar, or goes wide. None of us has ever scored with one, and we always end up using it to pass into the box instead.



**Soccer '97:** Just like everything else in Soccer '97, the free kicks are well OTT. Using the same cursor for corners, the ball can be floated in for a diving header but that's about it. Shooting from a free kick is pointless as the keeper always saves it, and short kicks are always bounced back by stupid defenders.



# MISS!

ANOTHER NON RESULT

**ISS PRO: 4 '97: 4**



## 13. THROW-INS

**ISS Pro:** A two-tier system, with the **O** used for long throws, and the **X** to lob it to the nearest player. Neither really works that well, though, and always end up being intercepted.



**Soccer '97:** Good, but too effective. Another cursor appears, and the ball is thrown at it. Every player dives to head it in. If not, just throw it at the keeper and try and get someone on the end of it!

# GOAL!

**ISS PRO JUST SNEAKS ONE IN**  
**ISS PRO: 5 '97: 4**



# RESULT!

**ISS PRO: 5 '97: 4**

A game of two halves, but a late surge from ISS put Soccer '97 out of the game. ISS Pro may be slower and a bit samey, but it is closer to footie than the hit 'n' run antics of Soccer '97. At the end of the day, goals may count, but Soccer '97's are just too ridiculous and far-fetched, leaving ISS Pro to take the title.

**plus** Check out The Knowledge (starts p117) for other footie games worth renting.





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**91-100% Essential play**

Available on import only

**Abe's Oddysee: just one of the crackers we rate this month...**

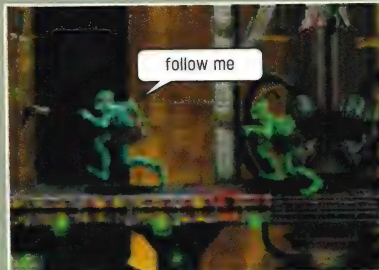


## Know the lingo

Most of us save burps, farts and whistles for post-pub laughs, but they're Abe's only way of chatting to other Mudokons. Abe gets in with fellow slaves by saying hello, and can then guide the captive aliens to safety by getting them to follow him. Some Mudokons also use excess wind to test Abe, who must repeat simple fart and burp sequences as passwords to reach the next bit of the game.



■ Or, "hi, how's it going, buddy?" Common courtesy costs nuthin' y'know, so be polite



■ Obvious really; stop faffing around and let's get the hell outta here



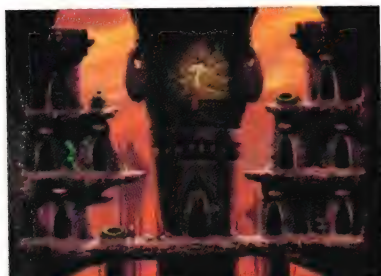
■ Or "For God's sake listen! Don't move, otherwise the Sligs'll cap your ass!"



■ On second thoughts, maybe last night's vindaloo was a bit too much after all

## Graphics

Abe's Oddysee is a bit like 'the girl next door': quite attractive but by no means drop-dead gorgeous. The backgrounds are static and there's no slick 3D graphics to spurt over, but somehow it works. Abe is extremely well animated, the cutscenes joining the areas are creamy and the distinct style gives Oddworld a flavour all its own. It might not be original but it'll still make you moist with excitement.



■ To look at, Abe's is no software supermodel...



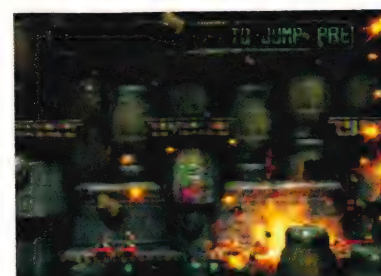
■ ...but still it looks kinda quaint



■ The video sequences look nifty...



■ ...and seamlessly links the game areas together



■ Cool explosions are out in full force

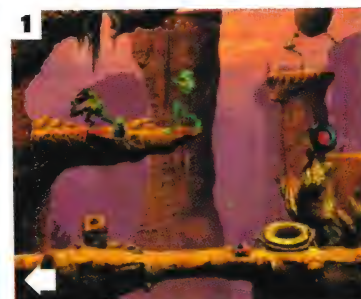


■ Fluidly animated Abe is where it's at

## Perils of Scrabania

Having escaped the Slig slaughterhouse at the beginning of the game, Abe must face the nightmares of Scrabania.

At first it's quiet and picturesque, but the storm shortly follows the calm. If you thought dodging bullets and leaping mines in the bloody corridors of Rupture Farms was hard, you ain't seen nuthin' yet.



1 Take out the first Slig by quietly climbing up the ledge, then switching on the nearby mine 2 Quickly dodge to the side, then watch as the stupid alien is blown to bits. Sucker 3 Use the lever to release the rock, pulping the Slig underneath 4 Aha, a trick! Pull the switch from the left, otherwise you'll be mashed 5 Use the well to catapult into the back, and yank the stick 6 Still in the background, possess the Slig using Abe's chant 7 Run the gung-ho greenie into a mine, then get Abe to ring the bell 8 This'll summon the Elum. Jump on its back and ride off into the sunset. Ahhh...



## THE CHEESE COURSE

There are five tracks in the game, all of them based oh-so loosely on national themes. When you start you only get the first two, Scotland and Wild West, to practice on while the others are locked out. If you opt for the Championship game all the tracks are gradually unlocked as you go through them and as you progress you can see the standard of scenery rise from grim to almost good. Apparently there's a secret track hidden in there somewhere, but it won't be easy motivating yourself to find it.



■ Antarctica: super-low-friction surface, rolling snowballs, road across icebergs. Surreal



■ Scotland: ruined castles, dirt roads, rain, ghosts, the Loch Ness monster. Extremely cheesy



■ China: stunt-drive INSIDE the Great Wall, nice firework lighting effects. Almost spectacular



■ San Francisco: hilly, twisty, truncated Golden Gate Bridge, nice docklands scene



■ Wild West: mine's a large ingot (geddit?)

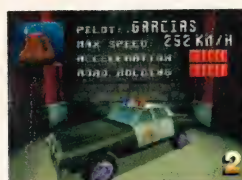


■ Wild West: bouncing tumbleweeds, railroad, gold mines, bad lens flare effect. Quite cheesy

**plus**

### We'd like to say...

It's hard to believe that Burning Road, the knobbliest Daytona USA game in town, ever merited a sequel, but, checking our copy of the first game we see it plastered with 90% review marks from other mags. Let's hope someone sees sense this time around. We really don't need a follow-up to Explosive Racing.



■ The high-speed, high-grip cop car you just have to own



■ Oi dahlin'! Fancy rorty torty hard power between yer legs?



■ It looks like a snow plough. But it goes like shit off a shovel

Kind of fun in a gruesome way, but the lack of control and the overall whiff of cheesy comedy give Explosive Racing a low-quality feel. Just no cigar. Paul

**PlayStation**  
**RATED 51%**

■ OUT OCTOBER ■ BY ELECTRONIC ARTS ■ COSTS £44.99 ■ PLAYERS 1-2  
■ COMPATIBILITIES JOYPAD, ANALOGUE PAD, MEMORY CARD

# MOTO RACER

Ah the smell of leathers, rubber and engine oil. No it's not a techy fetish bash, it's nutter bike racing.

It's been a long time coming but the PlayStation finally has a sorted motorbike game. Pull wheelies at 200mph, scrape your knee along tarmac through tight chicanes, run over other riders after they fall off. If you wanna act like a fool with a death wish, Moto Racer should be just the ticket.

## Bikes

Moto Racer's got more machines to ride than a Soho sex shop. In total there are 16: half road racers and half dirt trackers. Each bike has pros and cons displayed on a chart so you know top speed, acceleration, braking and handling. Although there's a variety of garish paint jobs on display, models all look the same. Shame to mess up such a basic point.



■ Plenty of grunt but little else



■ Quick but impossible to stop



■ Boring all-rounder



■ A control freak's dream

## What we like

### Speed

Moto Racer may not win any awards for polished looks, but blimey does this baby move. Racing on street circuits, especially the narrow ones, almost gives you a feeling of g-force. Off road sections are not so quick, but grabbing massive air beefs up the fun factor.



■ Landscape's a bit dull...  
■ But this feels quick ■ Yeah!  
Bunnies and big air



# actua GOLF 2

## play golf to the new standard

The original and classic Actua Golf was a benchmark in golfing action. Now Actua Golf 2 sets the new standard.

Take on six new courses, including the world famous Kiawah Island Ocean Course, Carnoustie Championship Links and The Oxfordshire.

The increased range of shots provide you with even greater control.

Advanced motion capture technology provides greater player movement and realism.

The stunning interaction between Peter Alliss and Alex Hay breaks new ground in live commentary.

"It's the finest golf game you can buy. Again."  
*PlayStation Power 9/10*

"Actua Golf 2 is one of those rare sports sequels that actually represents a good enough leap forward from the original"  
*Computer & Video Games 4/5*

"This represents a significant leap forward over the already impressive original version"  
*PlayStation Pro*



TAKEN FROM PLAYSTATION VERSION



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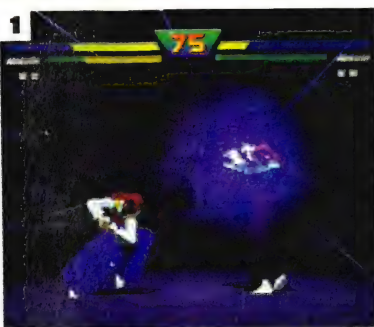


actua  
SPORTS  
SERIES

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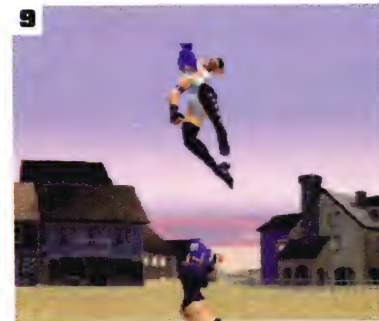
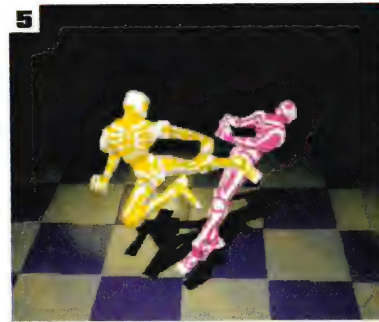


## New Faces

With each new release of a fighting game players expect and demand a range of fresh talent. Street Fighter Ex Plus Alpha takes this idea to the max, offering a staggering 10 new competitors. And that's on top of all the familiar names already there. The PlayStation conversion also includes two fighters not in the original coin-op: Dhalsim and Sakura.

So, add your ten new names to the old favourites like Chun Li, Ken and Ryu, and how many fighters do you think you have to play with? Put the calculator away, we'll tell you: 27, that's how many. How's that for value?

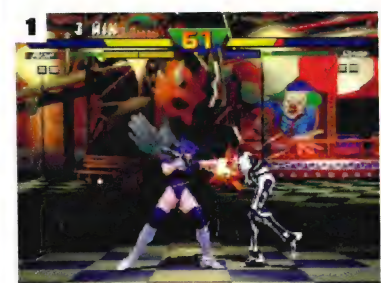
**1** Hokuto: Akedo in flames **2** Cracker Jack: all fists and baseball bats **3** Doctrine Dark: masked pyromaniac **4** Pullum Purna: high-kicking princess **5** Skullomania: likes spinning strikes **6** Kairi: tough but looks like a girl **7** Allen Snider: cross between Ken and Ryu **8** Darun Mister: wrestler with handlebars **9** Blair Dame: scantily clad but hard as nails **10** Garuda: samurai with deadly spikes



## Special Moves

Using weak, medium and hard varieties of blows, you can pull off a fair number of simple attacks and throws. But when you combine kicks and punches with two half-turns on the D-Pad, a charged-up super special move is yours. These can be linked for devastating results.

A select few can also pull off massive firecracker strikes, which blank the screen. When the picture returns opponents lie finished on the ground.



**1** Execute basic attacks to charge power bars **2** Double half turn on the D-Pad plus a punch **3** Half way through special repeat half-turns with a kick **4** Extending attacks annihilates opponents' health bars **5** Smirk as screen blanks and asteroids shoot about indicating a super special finish

## Backdrops

It's not just the fighters that have been put through a full makeover. Settings look much more realistic thanks to the use of lights and shadows, solid buildings and moving objects like scurrying rats.



■ Raining cats and dogs at Ryu's temple



■ Outside the gates after school. Bundle



## Missions

Each stage of Nuclear Strike is broken down into groups of heart-stopping missions. Whether supplying resistance troops with arms or escorting bus-loads of naive diplomats out of war zones, all scream and shout for attention. Even on easy mode Nuclear Strike is no walk in the park and levels have to be repeated over and over again. However, you never get bored of replaying missions because it's such quality entertainment.



**1** Herd diplomats safely onto the bus **2** Oh no, woman behind the wheel **3** Provide protection from hidden vehicles **4** Clear road blocks **5** Watch out for the train **6** The bridge is out, but no one's told the driver **7** Once all VIPs are on board a destroyer, pick up co-pilot and head off for another mission



## What we like

### Wreaking Havoc

Going on the rampage with a selection of deadly machines, shooting up troops, tanks, boats, buildings, big gun emplacements, radars, fortresses...

Often your mission objectives consist of picking up lost team-mates, bringing supplies to friendly units and other seemingly non-violent pastimes. But luckily there's always something around to turn into a giant fireball so the game never loses its bloody charm.



■ Find a target and get blasting

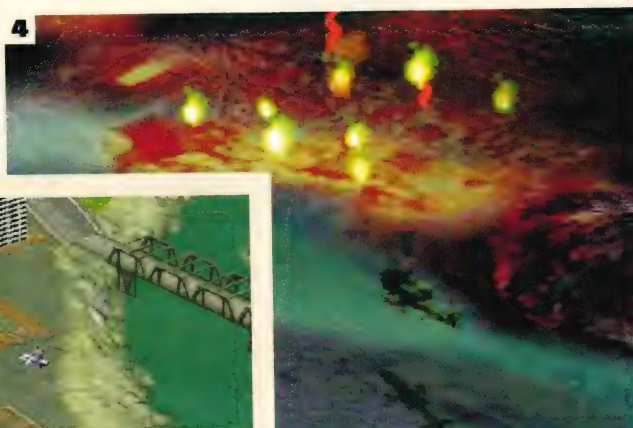
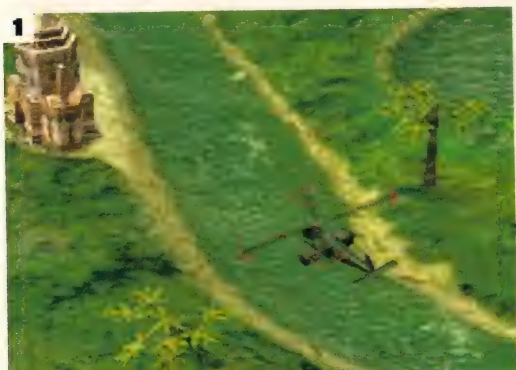
■ Let rip with missiles and chains



■ Check out the crater caused by the blast

## Graphics

Detailed aerial photographs of landscapes and terrains form the play area, so Nuclear Strike looks realistic. Houses, factories and sports stadiums have all been blended in properly and don't look glued on as an afterthought (which was a problem with the last instalment: Soviet Strike). Enemy vehicles and troops also move convincingly across backdrops, and despite all this attention to detail, speed is never a problem.



**1** The densely covered, humid jungles **2** Secret barracks and an octopus somewhere in the China Sea **3** Pyongyang, a busy metropolitan hub somewhere in North Korea **4** A city pretty much devastated by nuclear disaster



# JUMP!



# SHOOT!



# RACE!



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# COMET



■ **OUT** SEPTEMBER ■ **BY** FOX INTERACTIVE ■ **COSTS** £44.95 ■ **PLAYERS** 1  
 ■ **COMPATIBILITIES** JOYPAD, ANALOGUE JOYPAD, MEMORY CARD

## CROC

Here comes Croc and he's gonna kill you with cute. Fingers down throat or glued to joypad?



**C**rocodiles. Big bastards with massive teeth and a hunger to match. Evil, foul-smelling death-bringers ready to rip you limb from limb and feast on your guts... Er, apparently not. Crocodiles are now cute. It's official. And leading the way is Croc, the star of Fox Interactive's game of the same name. He may have teeth and a scaly arse, but he's got cute to go. In fact, he's so cuddly we'll be calling him 'the lovable little fellow' before the end of this review. But close your sick bags, it just so happens Croc is one of the best games of its type in ages.

### The Story

The evil Baron Dante has raised an army and taken over the planet inhabited by the peaceful Gobbo people.

The Gobbos are an odd bunch of small furry gonks, and when Dante's army took over they were stuffed in cages or hidden in crates. With Dante on the throne, it looks like it's the end of the Gobbo race. Enter Croc, a reptile adopted by the Gobbo king, to save the day. He's green, wears a rucksack and girls are gonna say, 'Aahh' when they see him.

### What we like

#### Keep 'em peeled...

Nothing's what it seems in Croc. There's absolutely bucketloads of hidden extras. Jump on and swipe everything because there are hundreds of extra lives and bonuses stuffed away where you least expect to find them. And the game keeps you coming back to hunt them all down just one more...

■ An ordinary rock. Or is it?



■ Jumping on it reveals a secret passage...



■ ...where danger and extra lives await!



■ To your left, a collapsing platform. To your right, certain death...

### What Croc can do

Crocodiles are normally only good at biting or letting birds pick stuff from their teeth. Croc is a bit more athletic. He can:



■ Use tail to kill things



■ Jump



■ Push objects



■ Smash crate with arse



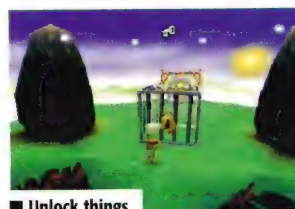
■ Use switches



■ Swim



■ Float on a balloon



■ Unlock things



■ Monkey bars

■ Play games



■ Trampoline



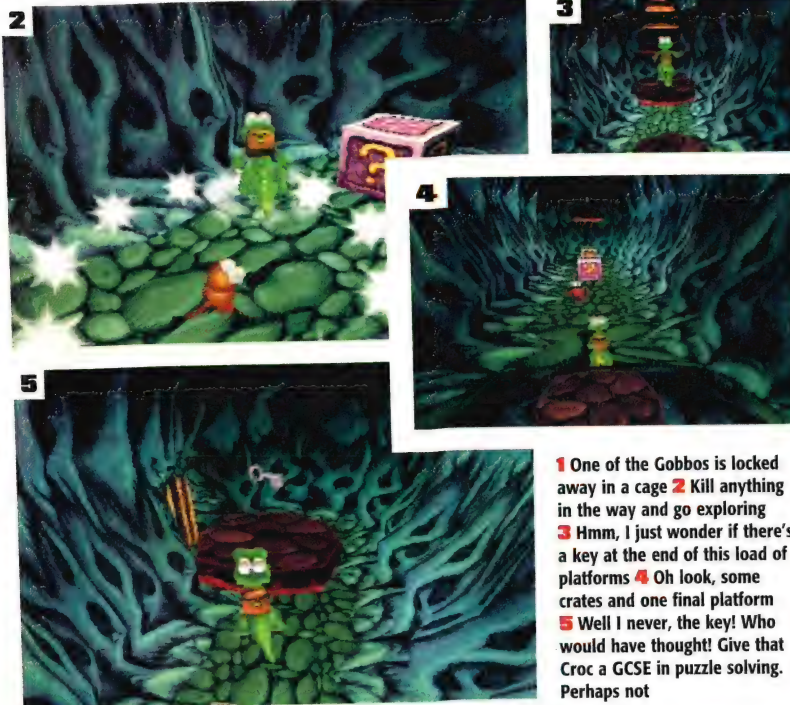
■ Climb walls



## Gameplay

As Croc, you guide the would-be handbag through a number of platform-filled worlds. The action is viewed from directly behind the little reptile, with the assorted landscapes shown in full 3D.

The lovable little fellow's mission is to find Gobbos and release them. Along the way, though, there are 100s of Dante's monsters patrolling the levels: all of whom kill on contact.



1 One of the Gobbos is locked away in a cage 2 Kill anything in the way and go exploring 3 Hmm, I just wonder if there's a key at the end of this load of platforms 4 Oh look, some crates and one final platform 5 Well I never, the key! Who would have thought! Give that Croc a GCSE in puzzle solving. Perhaps not

■ OUT NOVEMBER ■ BY THQ ■ COSTS £44.99 ■ PLAYERS 1-2  
■ COMPATIBILITIES JOYPAD

# AIR RACE

It's racing, but here's the funny thing, it's in the air. Get yer goggles out.

Just when you thought every racing idea had already been used, along comes Air Race to prove you wrong. There's 10 planes to choose from (everything from bi-planes to Spitfires) and four courses to speed along. Naturally your computer-controlled opponents want to reach the finishing line first, so it's full throttle all the way.

## Gameplay

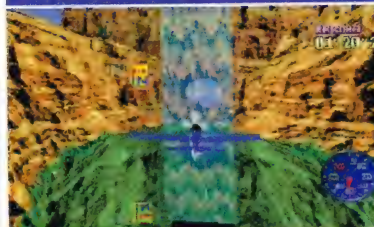
Air Race is easy to pick up and play. Anybody who owns any other racer will be able to work it instantly. That said, it's not just steering side to side. Course design means you've got to get the hang of steep canyon dives or climbing out of harm's way. It's a sprightly little devil, too. Flying the friendly skies is a speedy sport, and Air Race feels fast.



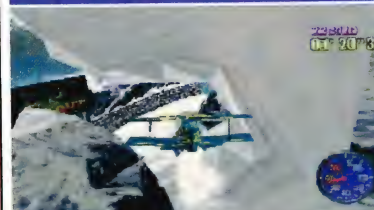
## What we like

### Bangin' tracks

Since it's not restricted to four wheels on the ground, Air Race has some fun with its track design. Courses are full of surprises and boast neat little touches like the waterfall and even butterflies flying out in front of your plane.



■ Here's a waterfall to fly through



■ Snowland looks like it sounds. Cool



1 Air Race is fast, so you've got to... 2 ...watch out for stuff suddenly appearing 3 ...oops... 4 Back on course again

plus

## We'd like to say...

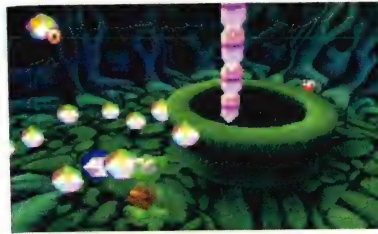
Everyone seems to be copying Mario 64, and Croc is the latest game to have a pop: and proves the PlayStation is getting closer to the Nintendo 64 game all the time. Croc is a huge step forward with smart cartoon graphics and a huge play area to explore. All we need now is Croc 2 where you could go anywhere within a bigger landscape and we'll be laughing. Still, it's good to dream.

## Gem Collecting

Each level is stuffed with loads of crates. These are smashed using Croc's 'bum bounce' move, and reveal either a Gobbo or a handful of gems. These gems are bonuses added to the score at the end of each stage. If Croc gets hit by a monster, though, any collected gems are lost, although if he's quick he may be able to pick up one or two before they disappear.



■ Touching a baddie means all those gems are lost. Shame...



■ But more can be found in the crates dotted around: as can trapped Gobbos

Croc is a corking platform game. Don't let the cute graphics put you off, beneath this candy exterior is a bitch of a game with more challenge than any other of its kind. **Steve**

**PlayStation**  
**RATED 84%**



# RAYMAN JUST TURNED PLATINUM!



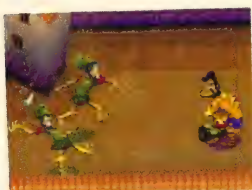
**RAYMAN**  
Ubi Soft

There's never been a platform game like it. When Rayman came out in 1995, it scored more than 90% from all the main magazines and raced to the top of the charts. Now Rayman's back on the PlayStation in a new budget priced Platinum version. Miss it and turn green.



## Characters

Hercules is (surprise, surprise) the central character. He's got enormous strength and a basic club. For back-up there's small-fry Jason, armed with a dagger and slingshot, and delectable Atlanta who fancies her chances with a bow. Whichever hero you pick, holding down the attack button sets off long-range strikes that'll KO enemies from afar.



■ Hercules. Armed with a club and able to lift huge objects



■ Jason. Uses both a short sword and slingshot



■ Atlanta. Expert with a bow and, well, blonde

**plus**

**We'd like to say...**

Herc's Adventures is an odd game that lots of software companies wouldn't dream of producing. Graphics are tidy but not flashy, gameplay is solid, but nothing new. So it really is surprising to find the game so enjoyable. Let this be a lesson to other programmers who promise so much and ultimately deliver so little.

## Pick me ups

Things like spears, birds of prey, evil breath chillies and bags of rotten fruit add to your arsenal. Snacks, gold coins, energy hearts and so on have also been thoughtfully left lying around. But that's not all. Having god-like powers means these chaps can lift animals, boulders and even buildings, using them as makeshift weapons.



1 It stinks but rotten fruit is great for getting rid of the smaller foes 2 The ultimate mobile home. Herc picks up huts and can can 'em on any sap that gets too close

## Humour

One of the reasons Herc's Adventures is such an unexpected treat is the side-splitting humour in the game. Little touches in the game are funny without trying too hard, like when Herc stomps around booming "My dad's a god you know". Large creatures visibly enjoy flattening smaller ones and if you chop off a skeleton's head, the body keeps running around! The result is a cheesy grin across your face but no cringe factor.



■ Watch out for the old hag's bite



■ I'd rather have a bag of sherbet lemons

An amusing adventure which never gets dull. Plenty of visual and aural stimulation with no noticeable drain on the brain, plus bucketloads of challenge. We like. Jon

**PlayStation**

**RATED 85%**

■ OUT SEPTEMBER ■ BY MAXIS ■ COSTS £44.99 ■ PLAYERS 1-2  
■ COMPATIBILITIES JOYPAD

# KICK OFF '97

You can never have too much football in the world, but do we really need any more games like Kick Off '97?

A couple of years back Kick Off was the footy game everyone was playing. Now, like some wobbly grandad player, it has been hauled out of retirement to take on the new stars of the PlayStation pitch. Triumphant return or sad embarrassment?

## Gameplay

Kick Off '97 has all the right soccer game features: loads of tournaments to compete in and skill-rated international teams and players. On-pitch the action is the usual stuff, but the style is mediocre. The players look like robots, commentary is poor, and although gameplay is manageable, it suffers from faults like annoying player selection and awkward tackling.



■ The Georgian forward crosses it...



■ The striker goes for a dramatic diving header...



■ But it bounces off the woodwork...



■ The incoming forward goes for the rebound...



■ And it's in! This almost makes it look exciting

## What we like

### 20,000 leagues - well almost

Kick Off '97's best feature is the vast choice of top domestic and international teams you get to play as. And the range of cup and league tournaments you can play them in. All the teams are complete with players' real names and all players are rated on various skills to help you choose the line-up before the big game. You can also create your own Dream Team, picking your favourite players from the different sides then leading them to conquer the world!

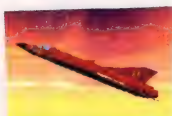


■ Pick teams and players from around the world then mix them all up for an international mega-tournament of your own making



## Planes

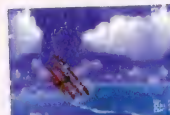
Set in the future, modern aircraft go up against World War II fighters, which in real life wouldn't be much of a contest. But hey, this is the wacky world of videogames. 30 planes are available, but getting hold of them takes loads of wins. Here's a small selection.



■ 35F-2 Draken



■ Flying Pancake



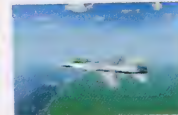
■ Fokker Dri



■ JGM1 Ghoka



■ A6M3 Rei Sen 22



■ Fighting Falcon



■ F/A-18A Hornet



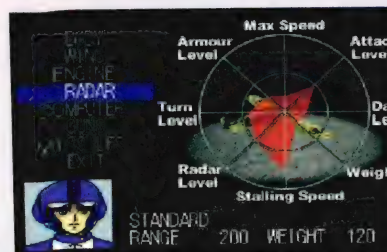
■ TA152H-1

## Tune-ups

Winning tournaments builds cash which can then be spent on modifications to your plane, or even on a whole new model. Bodies, wings, guns, missiles, radar and computer systems can all be upgraded to your heart's content, so long as you've got the readyies. Some common sense needs to be applied to the process though, since if you put too much weight on board your plane tends to crash.



■ Select your mechanic



■ Play around with parts

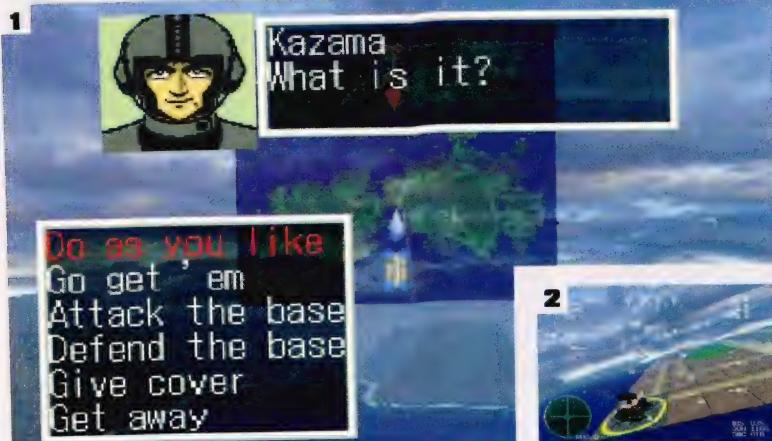
**plus**

### We'd like to say...

A classic example of a game without any positive direction. To most punters Wingover would look a dull and limited idea on the drawing board, so it's hardly surprising to find the end result is boring. A lot more imagination and ambition next time round please.

## Modes

With four modes of play you might think Wingover offers plenty of value for money: you'd be wrong. Take your pick between tournament, free game, vs and survival, only thing is they're all much of a muchness. Attack other fighters, occasionally defend your base, occasionally attack your opponent's HQ. As team leader you can hand out a few basic orders, but this ability doesn't make the rest of the game any more interesting.



1 Giving orders. You can do this a bit but it's still boring. 2 Attack the enemy base. Yeah, so what?

As lifeless, and indeed interesting, as a dead halibut. But then perhaps that's too hard on fish. If you're really into flying games wait for Air Combat 2 from Namco. Jon

**PlayStation**  
**RATED 40%**

■ OUT SEPTEMBER ■ BY SONY ■ COSTS £34.99 ■ PLAYERS 1  
■ COMPATIBILITIES JOYPAD, ANALOGUE CONTROLLER, MEMORY CARD

# ROSCO McQUEEN

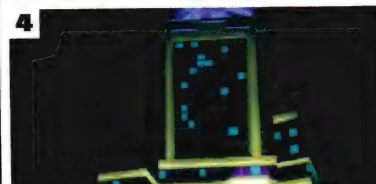
Here's a twist - a PlayStation game in which you have to prevent cataclysmic explosions instead of causing them.

Unless we've miscalculated, the number of console fire-fighting games totals one, Rosco McQueen. Which is hardly surprising, as putting out fires runs contrary to the usual ethos of videogame=destruction. Can Rosco and his 'ker-razy' extinguishing antics change this? Will a spate of danger-preventing games spring up in his wake? On the strength of this, nahhh.

## Rosco and Digit

In a fit of temper, evil Sylvester Square has decided to torch his gigantic Tower XS building and reprogrammed the building's robot staff to attack and imprison all humans they come across. Heroic but dim-witted fireman Rosco has to move through the building floor by floor, putting out the fires, destroying the robots and rescuing all the occupants with the aid of DIGIT, his little robot buddy. There's always a little robot buddy in there somewhere, isn't there?

The streams of traffic part as Rosco and Digit speed to the conflagration in one of the shortest intro sequences you'll ever see.



1 Who's this speeding towards us... 2 In a saucy red mota? 3 It's Rosco "Dodgy Haircut" McQueen (usually first man on the scene) 4 Looks like he's heading for the enormous Tower XS 5 Water bombs at the ready. Megalomaniac Sylvester Square has lost the plot and set fire to his own building

## What we like

### The feelgood factor

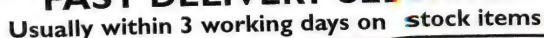
Rosco McQueen is one of those 'yeah, it's all right' sort of games, with little that really stands out. Probably the best thing is the general good feeling you get about the developer, Slippery Snake, which has actually tried to do something different from everybody else... er, even if it hasn't exactly turned out to be the mutt's nuts. Oh yeah, there is one other thing we quite liked. When Rosco is looking for food and water refills, he gets to smack in the doors of those lockers like all the hard kids used to do at school (and us wimps were too chicken-shit to do).



■ Remember kids, don't try this at school

■ Or this. It makes the teachers jumpy





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FELONY 11-79	41.99
FIFA ROAD TO WORLD CUP 98	41.99
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(PURCHASE A FINAL FANTASY T-SHIRT FOR JUST \$7.00)	
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WILD ARMS	38.99
WREQUIT	19.99

**US Goldeneye £56.99**

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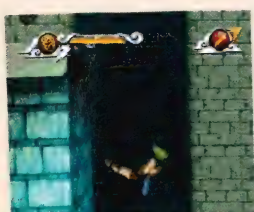
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## King of the swingers

It's not all running and jumping, oh no. Herc has a lot of other talents which he uses. A lot.



■ By grabbing handy poles, our muscle-bound hero can do a bit of gymnastic spinning and somersaulting to reach those hard-to-get-to places



■ Got something blocking the way? Then charge up the punch until the bell rings. That's the cue to knock the obstacle into rubble



■ Hercules doesn't have to land on a platform in order to get on it. If he's close enough he'll grab onto the side and pull himself up



■ Show off your strength by grabbing certain objects and chucking them at other people. Herc can even throw them into the background



■ By leaping into the air and pressing down and the jump button, Hercules can smash through weakened platforms for secret pick-ups

**plus**

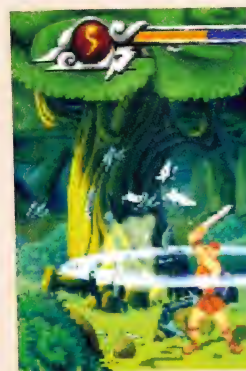
### We'd like to say...

Games made from Disney films are usually platform-style affairs. This would be a problem for Hercules, but thanks to the extra freedom of the side-scrolling sequences there's a lot more to see and do. It also gives you the feeling you're moving around inside a cartoon world and this is really cool on 'The Big Olive' level, where Herc is running up and down steps with the surrounding buildings looking just peachy.

## Pick up a...well, a pick up

Hercules has his sword and a nice punch if he wants to whup some mythological ass, but if he needs that little bit extra, there's some tasty little morsels along the way.

■ Lightning Sword: Fire off an electrical beam in any direction. A top weapon



■ Sonic Sword: Close-range blasts around Herc. Slow though



■ Helmet: invincibility comes free with this splendid hat



■ Fireball sword: shoots heat seeking fireballs. Not great

**Rent it**

Hercules has loads of gameplay variety and slick presentation but can be unfair at times. If you like cartoons and have the patience, check it out. Dan

**PlayStation**

**RATED 81%**

■ OUT SEPTEMBER ■ BY ACCLAIM ■ COSTS £44.99 ■ PLAYERS 1-8  
■ COMPATIBILITIES JOYPAD, MEMORY CARD, MULTI TAP

# NHL BREAKAWAY 98

Went to a fight but an Ice Hockey game broke out. Forget finesse, don't worry about subtlety, this is a man's game.

Ultra-fast and stuffed with violence, ice hockey is perfect for videogames. Which is so why there are so many of them. So why bother with another? NHL Breakaway 98 has a stack of options and real-life stats, but it's the pacy gameplay that makes this offering so tasty.

## Management

If you're after more than a quick knockabout on ice, NHL Breakaway 98 also caters for in-depth gaming. Season mode gives you chance to compete for ice hockey's top prize, the Stanley Cup. Here's where the game goes beyond ice-bound action as you test your management skills. Organise game plans, scout for talent, hire and fire coaches, or give players a rubdown...



■ Buying media coverage



■ Trading useless players



■ Coach joins the dole queue

## Features

Programmers have come up with a few new features you won't see in other ice hockey games. Player energy levels are displayed under characters and these are based not only on how much time they spend on the ice, but also how long they're used to playing. Computer teams and stars use the same strategies and moves as their real-life counterparts and coaching sessions allow you to set different styles of play for every aspect of the game. Warning: you do need to understand ice hockey to get the most out of all NHL Breakaway 98s features.



1 A player with max energy 2 Bewildering number of choices in the strategy section 3 Yet more flippin' options



## What we like

### User Friendly

Although there's a few moves to work out, NHL Breakaway 98 is a pick-up-and-play work of art. Options allow you to dive straight into an arcade mode where games are short and action-packed. The puck leaves a trail across the screen, but if you want it even easier to spot, it can be made to glow.





## Weapons

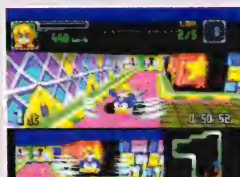
Each of the 10 drivers available have their own weapon or special equipment. There's a choice of missiles, turbos, plasma balls and battering rams, but none really grab your attention. Picking up 10 roadside objects gives you an extra attack which is chosen at random from a list including bubble shields, mines and remote-controlled bombs. Trouble is the secondary weapons are no more interesting than the standard equipment. Sigh.



■ Equipped with a turbo boost this wacky racer can reach speeds of up to 600kmh.



■ Hitting the circle key moves a shield to protect driver or engine. Not much cop in the heat of a race



■ Bird woman has a spin attack

**plus**

### We'd like to say...

It's a mystery. Why has anyone bothered to release this game? It might sell in Japan where it was made, just because of the MegaMan brand name, but over here...it's possible that people at Ocean decided to release MegaMan Battle & Chase because they thought it would sell to kids (or parents), but even the youngest of children is likely to turn their nose up at this rubbish.

## Upgrades

Vehicles are made up of four essential components: body, engine, wheels and rear wing. Each of the courses in MegaMan Battle & Chase has a number of difficulty settings, and winning these gives access to all the car parts. It's possible to swap and change sections in any combination, building freaked-out motas which can then be raced. Souped-up contraptions can be saved to memory card for use in single-player grand prix or challenges against mates.



■ Take first place...



■ Grab parts from other cars



## Dynamic Camera

Most of the weapons used in MegaMan Battle & Chase are dropped from the rear of your vehicle, so you'd think watching a rival run over a mine would be out of the question. Thankfully not. An extra view on screen provides dramatic camera footage of opponents and gives the opportunity for a smug grin as your weapon finds its target.



■ A challenge for first place, but frog boy has a remote controlled bomb up his sleeve...



■ The device is dropped on the start/finish line and the extra camera catches the explosion

## Tracks

Without exciting circuits there's little point in persevering with a game and sadly MegaMan Battle & Chase falls into this trap. Poor quality graphics don't exactly help, but not even the track layout has been handled with fun in mind. Jumps, chasms, speed-ups, banked corners and all the other circuit features fail to spice up the action.

Then there's the difficulty level, which is far too easy for the first few circuits but suddenly becomes tricky.



1 Cogs and dials line walls of a mechanical circuit 2 Colours are used effectively in the crystal world 3 Signs indicate the correct path on this two way course 4 Banking around a rocky valley 5 Ice world holds plenty of danger 6 Cute city 7 Unrealistic water effects

Despite loads of options and plenty of tracks MegaMan Battle & Chase is very, very dull to play. Is it too late for Ocean to keep this game off the shelves? We hope not. Jon

**PlayStation**  
**RATED 36%**



# The Knowledge

UPDATED EVERY MONTH

Your essential massive guide to every PlayStation game and all the gear...

**We promise** that every game and every product here has been tested by us. We're 100% independent: we don't take bribes, we don't worry about what our advertisers think, we don't hype games and we never bullshit you. We always tell you what we really think about a game, so you can trust us when you rent or buy...

## HOW WE RATE STUFF

0-50%.....Total toss  
51-60%.....Just toss  
61-70%.....Only okay  
71-80%.....Good, not great  
81-90%.....Almost classic  
91-100%.....Essential play



Top PlayStation gear to boost your gameplay.



Only worth renting. Don't buy it!



A great game (91% plus) you've just got to play.



Only available on import.

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Retro

## Rental Chart

**BLOCKBUSTER**

Try before you buy:  
the hottest rentals this month

Key: (NE) New Entry  
(RE) Re-Entry  
(4) Position Last Month  
(-) Same Position

1. (-) V-Rally (Ocean)  
Has Rage Racer met its match?
2. (-) Rayman (Platinum)  
Sensible. Try before you buy.
3. (4) Road Rash (Platinum)  
Racing, roads, cars: it's all here...
4. (6) Alien Trilogy (Platinum)  
Stonking shoot 'em up fun.
5. (7) Syndicate Wars (Bullfrog)  
Ruthless strategy gaming. Cool.
6. (4) Worms (Platinum)  
After your rental, you'll want to buy it.
7. (8) Player Manager (Anco)  
Football sim. Not bad, not great...
8. (6) PGA 96 (Platinum)  
Proving that golf-mad dads rent too.
9. (NE) Actua Soccer Club Edition  
Racing, roads, cars: it's all here...
10. (NE) Vandalhearts  
Good roleplaying game.

## Jargonbuster!

### How our listings work

**Company:** Who sells it?  
**Players:** How many can play at the same time?  
**Memory Card:** Can you use one to save games?  
**Link-up:** Can two players use two machines both playing the same game?  
**Mouse:** Do you need one (usually for strategy games)?  
**Multitap:** Allows lots of players to play one game on one machine  
**Special:** Guns or special controllers?

<b>2Xtreme</b>	<b>£44.99</b>
Company SCEE ■ Players 1-2 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ Really poor sequel to Extreme Games. Very few improvements.	<b>55%</b>
<b>3D Lemmings</b>	<b>£44.99</b>
Company Psygnosis ■ Players 1 Memory card ✓ Link-up ✗ Mouse ✓ Multitap ✗ Smart 3D graphics, but uninteresting and awkward gameplay.	<b>81%</b>
<b>Actua Golf</b>	<b>£44.99</b>
Company Gremlin ■ Players 1-4 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ Cyber-golf at its most realistic. The best golf game on the PlayStation.	<b>88%</b>
<b>Actua Golf 2</b>	<b>£44.95</b>
Company Gremlin ■ Players 1-4 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ Cosmetic improvements only, power-bar controls are a bit too familiar...	<b>83%</b>
<b>Actua Soccer</b>	<b>£19.99</b>
Company Gremlin ■ Players 1-2 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ 3D graphics eclipsed by flawed gameplay. Nice, but a little dated.	<b>58%</b>
<b>Actua Soccer: Club Edition</b>	<b>£44.99</b>
Company Gremlin ■ Players 1-2 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ Same as Actua Soccer, but has Premier teams. Too little too late...	<b>60%</b>
<b>Adidas Power Soccer</b>	<b>£44.99</b>
Company Psygnosis ■ Players 1-4 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✓ Football game which favours cool graphics over yer actual gameplay.	<b>92%</b>



<b>Adidas Soccer International 97</b>	<b>£44.95</b>
Company Psygnosis ■ Players 1-4 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✓ A follow-up to Adidas Power Soccer, but we don't rate it nearly so highly.	<b>70%</b>
<b>Agent Armstrong</b>	<b>£18A</b>
Company Virgin ■ Players 1 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ Mindless blasting, easy puzzles and daft graphics... Okay, but that's all.	<b>75%</b>
<b>Agile Warrior</b>	<b>£39.99</b>
Company Virgin ■ Players 1 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ Fairly challenging arcade-style aircraft shoot 'em up. Neat, but no cigar...	<b>85%</b>
<b>Air Combat</b>	<b>£19.99</b>
Company Namco ■ Players 1-2 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ A miss from Namco? Yeah: tedious, lacks depth and variety.	<b>80%</b>
<b>Air Combat 2</b>	<b>£19.99</b>
Company Namco ■ Players 1 ■ Special Analogue pad, NegCon Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ Fighter pilot extravaganza. Buy planes, and shoot everything!	<b>85%</b>
<b>AIV Evolution Global</b>	<b>£44.99</b>
Company SCEE ■ Players 1 Memory card ✓ Link-up ✗ Mouse ✓ Multitap ✗ Good fun, pretty enjoyable, but overwhelming resource management sim.	<b>86%</b>
<b>Alien Trilogy</b>	<b>£19.99</b>
Company Acclaim ■ Players 1 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✓ Excellent Doom clone which captures all the scares of the films.	<b>91%</b>
<b>All Star Soccer</b>	<b>£44.95</b>
Company Eidos ■ Players 1-4 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✓ Tries to mix foobie and humour. Doesn't make much of a job of it either...	<b>34%</b>
<b>Alone In The Dark</b>	<b>£39.95</b>
Company Infogrames ■ Players 1 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ Interesting puzzles fail to make up for the game's dated presentation.	<b>82%</b>
<b>Andretti Racing</b>	<b>£44.99</b>
Company EA ■ Players 1-4 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ A lightweight alternative to the fantastic Formula 1.	<b>85%</b>
<b>Aquanaut's Holiday</b>	<b>£39.99</b>
Company SCEE ■ Players 1 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ Environmentally friendly undersea adventure. Worthy and very dull.	<b>53%</b>





**Crow 2** £44.99  
**Company** Acclaim **Players** 1  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 If you hated the movie, you'll hate this even more. Crap fighting game. **33%**

**Crusader** £44.95  
**Company** EA **Players** 1  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 Excellent shooting and exploring action in this lone commando game. **85%**

**Crypt Killer** £44.99  
**Company** Konami **Players** 1-2 **Special** Light Gun  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 The worst lightgun game ever. Stay away! **27%**

**Cyber Sled** £39.99  
**Company** Namco **Players** 1-2  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 Dull arcade shooting game. Even Namco can make mistakes. **69%**

**Cyber Speed** £39.99  
**Company** Mindscape **Players** 1-2  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 You race about on wires. Not a WipeOut-beater. **58%**

**Cyberia** £39.99  
**Company** Interplay **Players** 1  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 Underwhelming shooting and puzzle games. **60%**

**D** £44.99  
**Company** Acclaim **Players** 1  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 Looks great, but way too short: it'll take you an hour to complete. **83%**

**Dark Forces** £44.99  
**Company** Virgin **Players** 1  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 Old-style graphic, but still an engrossing Star Wars Doom clone. **84%**

**Darklight** £44.99  
**Company** EA **Players** 1  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 3D space game delivers stunning gameplay and is difficult to master. **87%**

**Darkstalkers** £44.99  
**Company** Virgin **Players** 1-2  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 Street Fighter meets horror meets fairly average gameplay. **78%**

**Davis Cup Tennis** £44.95  
**Company** Telstar **Players** 1-4  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ✓  
 We reckon this stinker is one of the worst PlayStation tennis titles to date. **50%**

**Defcon 5** £49.99  
**Company** SCEE **Players** 1  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 3D adventure with more wandering about than actual exciting action. **72%**

**Descent** £44.99  
**Company** Interplay **Players** 1-2  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 Doom in spaceships. If you think that's a great idea, you're right. **91%**

**Descent 2** £44.99  
**Company** Interplay **Players** 1-2  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 Not enough improvements on the original, but still a good shoot 'em up. **82%**

**Destruction Derby** £19.99  
**Company** Psygnosis **Players** 1-2 **Special** Negcon/Wheel  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 Play a while and you realise it's a shallow game: Great with two players. **88%**

**Destruction Derby 2** £44.95  
**Company** Psygnosis **Players** 1-4 **Special** Negcon/Wheel  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 Better than the original, with faster cars and wider tracks. **89%**

**Die Hard Trilogy** £44.99  
**Company** Fox Interactive **Players** 1 **Special** Gun/Wheel  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 Three top games for the price of one. **92%**

**DiscWorld** £39.99  
**Company** SCEE **Players** 1  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 Fantasy 'comedy' adventure with annoying puzzles. **71%**

**Doom** £44.99  
**Company** GT **Players** 1-2  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 The original 3D maze shoot 'em up. A classic game. **92%**

**Double Dragon** **Import**  
**Company** Tecmo **Players** 1-2  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 Dull fighting sim. Not connected with the coin-ops of the same name... **49%**

**Dynasty Wars** **Import**  
**Company** Capcom **Players** 1  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 No need for thought or reflection in this action-packed Samurai game. **68%**

**Earthworm Jim 2** £44.95  
**Company** Virgin **Players** 1  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 Conversion of the old SNES classic that manages to be a lesser copy. **79%**

**Epidemic** £34.95  
**Company** SCEE **Players** 1  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 Sequel to Kileak the Blood fails to improve on a pretty poor game. **64%**

**ESPN Extreme Games** £39.99  
**Company** SCEE **Players** 1-2  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 Oddball sports racing game with a smidgen of violence for good measure. **91%**

**Excalibur 2555AD** £44.99  
**Company** Telstar **Players** 1  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 A good, solid PlayStation adventure game with combat and magic. **85%**

**Exector** **Import**  
**Company** ARC **Players** 1  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 Lacks style and visual excellence. Not very playable. **62%**

**Exhumed** £44.95  
**Company** BMG **Players** 1  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 Still one of the best and most challenging Doom-style games around. **91%**

**Extreme Pinball** £44.95  
**Company** EA **Players** 1-2  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 Sad, lonely, orphan of a pinball title with unrealistic ball movements. **44%**

**Fade to black** £19.99  
**Company** EA **Players** 1-2  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 Absorbing, interesting 3D game. There's plenty to see, do and shoot. **91%**

**Fantastic Four** £34.99  
**Company** Acclaim **Players** 1-4  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ✓  
 Dull and repetitive beat 'em up featuring the Marvel comics heroes. **59%**

**Fifa '96** £19.99  
**Company** EA **Players** 1-4  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 Footie game with little control over players and bad camera views. **58%**

**Fifa '97** £44.99  
**Company** EA **Players** 1-4  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 Not much improvement over '96, since it plays so very slowly... **64%**

**Final Doom** £44.99  
**Company** GT **Players** 1-2  
**Memory card** ✓ **Link-up** × **Mouse** × **Multitap** ×  
 30 new levels, but still, at the end of the day, much the same game. **89%**

## Bargain brigade: New budget releases

Fancy a bargain? You can't beat the Platinum range for budget gems. Since most of the Platinum games are at least one year old, we've given you our original as-released score, and how we reckon they rate at £20 compared to the very latest games. All these games are out now...

Name	Company	Then	Now	Verdict
Worms	Ocean	92%	91%	The perfect game for getting mates and beer in. <b>Winner</b>
Fifa '96	EA	91%	58%	Slow and boring soccer. No game has dated as much as this.
Rayman	UBI Soft.	57%	43%	One of the worst games to date. Dull to look at and play.
Need for Speed	EA	70%	70%	A playable road racer. Worth a punt for twenty quid.
Bust-A-Move 2	Acclaim	92%	92%	The best Platinum release yet! A brilliant puzzle game. <b>Winner</b>
True Pinball	Ocean	92%	71%	An OK pinball game. Stick to the real thing.

**Worms: Just add mates**

**Fifa 96: Boring boring Fifa**

**Rayman: Warning! Cute alert! Blech**

**Need for Speed: Not bad for a pony**

**Bust-a-Move 2: Go on then, one more go...**

**True Pinball: Better off playing in the pub**



## PADS



### Sony Pad £17.99

The best standard pad: sturdy, accurate.  
**Get it out** For everything and anything  
**Rated** Unbeatable value. **95%** ⬆

### ASCII Pad £24.99

Deadly accurate. Not too comfortable.  
**Get it out** For Crash Bandicoot.  
**Rated** Still a sound buy. **90%**

### Analogue Pad £24.99

Feels chunky, plays great.  
Analogue function is just dreamy.  
**Get it out** Analogue compatible games.  
**Rated** The usual joypad, but better. **96%** ⬆



### Cyclone Pad £24.99

No good for accuracy or precision.  
**Get it out** Don't, basically.  
**Rated** Below average performer. **50%**

### Sony ASCII stick £49.99

Great for beat 'em ups, but not much else.  
**Get it out** If beat 'em ups are the only games you ever play.  
**Rated** Well made, but too exclusive. **70%**

### PS GamePad 8 £24.99

Too big, inaccurate. Superfast turbo button.  
**Get it out** Virtual Olympics records only.  
**Rated** An also ran. **75%**

### Hyper Joypad £24.99

Poor design, and construction, crap control.  
**Get it out** For someone you don't like.  
**Rated** Sets new standards in toss. **10%**

## WHEELS

### Gamester wheel & pedals £79.99

Solid, durable and sturdy, but perfection has a price.  
**Get it out** For tarmac burning action.  
**Rated** The best. **95%** ⬇

**best buy**



### NegCon £44.99

Excellent Namco games control, but not so good for Formula 1.  
**Get it out** Rage Racer.  
**Rated** Takes a while to get used to. **90%**



### Per4mer Turbo wheel £39.99

Control is non-existent, there's no pedal or gear shift.  
**Get it out** For visiting toddlers.  
**Rated** Better off with a joypad. **15%**



## GUBBINS

### Sony Link £19.99

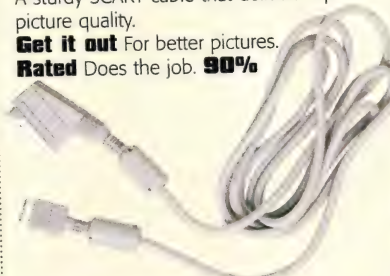
Top quality means top gaming when you both have PlayStations and copies of the same game.

**Get it out** For any PlayStation.  
multi-player like WipeOut.  
**Rated** Perfect. **95%** ⬇



### Sony Euro-AV cable £34.99

A sturdy SCART cable that delivers top picture quality.  
**Get it out** For better pictures.  
**Rated** Does the job. **90%**



### Sony Memory card £14.99 ⬆

Stores up to 15 save points accessed automatically by the game. It works, and works well.  
**Get it out** Whenever.  
**Rated** Classic. **95%**



### Datel Memory Card + £24.99 ⬆

Slow to store and retrieve date, and it crashes a lot.  
**Get it out** If you like a challenge.  
**Rated** Prone to bugs. **60%**

### Datel Action Replay £39.99

Packed with stacks of cheats, it'll take you through to the end of most games. Weekly web updates.  
**Get it out** If you're stuck.  
**Rated** **80%**

### Sony Mouse £24.99

It's grey, you get a free mat, and it works very well.  
**Get it out** Point and click adventures (Broken Sword etc).  
**Rated** **80%** ⬇

SONY



### PAL Booster £24.99 ⬇

Should let you play NSTC games but we've found it interferes with your PlayStation.  
**Get it out** No, don't.  
**Rated** **25%**



### Sony Multi-Tap £32.99 ⬇

Purpose-designed for four-player games.  
**Get it out** To thrash your mates.  
**Rated** **95%** ⬆



### Off World Interceptor £39.99

Company BMG ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
4x4s bounce about on the moon in this dull race game. **68%**

### Olympic Games £44.95

Company US Gold ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
International Track and Field is the game to beat. This doesn't come close. **70%**

### Olympic Soccer £44.95

Company US Gold ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
One of the most playable football games on the PlayStation. **93%**



### OnSide £44.99

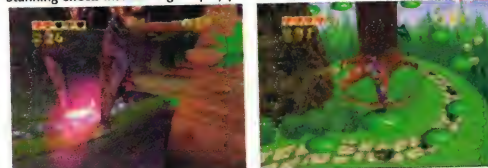
Company Telstar ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
This is the most incredibly bland football game. **65%**

### Overblood £44.99

Company EA ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Quite annoying Resident Evil clone with little action. **76%**

### Pandemonium £44.96

Company BMG ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Stunning effects instinctive gameplay puts other platformers to shame. **91%**



### Panzer General £44.99

Company Mindscape ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✓ Multitap ✗  
Full-blown strategy game is hard work thanks to historical accuracy. **59%**

### Parappa the Rapper £29.99

Company Sony ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Original, fun rapping version of Simon Says. Offbeat and amusing. **89%**

### Perfect Weapon £44.95

Company EA ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Beat 'em up-style adventure which is crap in both departments. **51%**

### PGA Tour '96 £19.99

Company EA ■ Players 1-8  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
A dodgy putting system lets this golf sim down badly. **69%**

### PGA Tour '97 £44.99

Company EA ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Probably the best-looking golf sim, but gameplay is becoming too similar. **65%**

### Pitball £44.95

Company Warner ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✓  
Speedball-type thing, but with pretty bog-standard looks and playability. **73%**

### Player Manager £44.95

Company Anco ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Predictable results spoil this football management sim. **68%**

### Po 'Ed £44.99

Company Warner ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Interesting weapons, surprise monsters raise a laugh in this Doom-clone. **76%**

### Porsche Challenge £34.95

Company SCE ■ Players 1-2 ■ Special NegCon/Wheel  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Driving game let down by lack of variety, and lack of tracks. **80%**

### Powerplay Hockey '96 £44.95

Company Virgin ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✓  
Good range of aggressive matches. Fast-paced, end-to-end stuff **85%**

### Power Instinct 2

Company Atlus ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
One of the worst fighting games ever, featuring Kung Fu grannies... **48%**



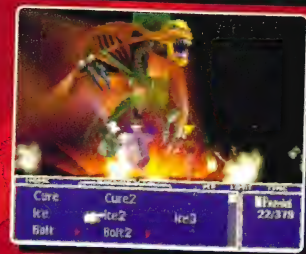
# THEY SAY...

## VIDEO GAMES ROT YOUR BRAIN!

## WE SAY... LET'S ROT!



LOOK! I'VE PLAYED  
VIDEO GAMES FOR YEARS AND  
THERE'S NUFFIN' WRONG WIF MY  
BRAIN. IN FACT, I RECKRONG...  
SPROOK... PORP... MOOP...  
WHAT WAS I SAYING?



## FEAST YOUR BRAIN ON THE GAMES THAT WILL EAT IT! EVERY MONTH IN...

THE WORLD'S FIRST  
AND BEST GAMES MAG





### Tekken 2 £49.99

Company Namco ■ Players 1-2  
Memory card✓ Link-up× Mouse× Multitap×  
Improves on a great original. One of the best fighting games around... **85%**



### Tempest X3 £34.99

Company Interplay ■ Players 1-2  
Memory card✓ Link-up× Mouse× Multitap×  
A PlayStation update of a justifiably great retro shooter. **80%**

### Tenka £44.95

Company Psygnosis ■ Players 1  
Memory card✓ Link-up× Mouse× Multitap×  
Not even polygon graphics can save this poor Doom clone from oblivion. **82%**

### Ten Pin Alley £44.95

Company EA ■ Players 1-6  
Memory card✓ Link-up× Mouse× Multitap×  
Could have been good fun... but sadly it isn't. No more than a novelty. **54%**

### Test Drive: Off Road £39.99

Company Eidos ■ Players 1-2  
Memory card✓ Link-up× Mouse× Multitap×  
Devoid of excitement and playability. Looks dreadful too. **45%**

### The Lost World £44.99

Company EA ■ Players 1  
Memory card✓ Link-up× Mouse× Multitap×  
Platformer from Spielberg's dinofest. Never really gets its teeth into you... **81%**

### Theme Park £44.99

Company Bullfrog ■ Players 1  
Memory card✓ Link-up× Mouse× Multitap×  
Explore your park in 3D in this gentle sim. Quietly enjoyable. **85%**

### Tiger Shark £44.99

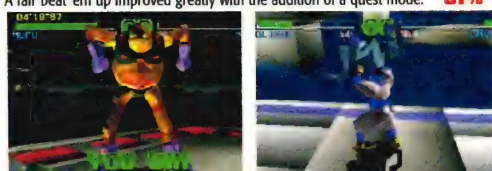
Company GT ■ Players 1  
Memory card✓ Link-up× Mouse× Multitap×  
Impossibly high difficulty level ruins this otherwise excellent shoot 'em up. **72%**

### Time Commando £44.99

Company EA ■ Players 1  
Memory card✓ Link-up× Mouse× Multitap×  
Unusual, but fun. Slightly unwieldy controls. **81%**

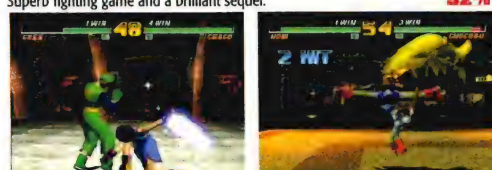
### Tobal No.1 £44.99

Company Squaresoft ■ Players 1-2  
Memory card✓ Link-up× Mouse× Multitap×  
A fair beat 'em up improved greatly with the addition of a quest mode. **91%**



### Tobal No.2

Company Squaresoft ■ Players 1-2  
Memory card✓ Link-up× Mouse× Multitap×  
Superb fighting game and a brilliant sequel. **92%**



### Tomb Raider £44.95

Company Core Design ■ Players 1  
Memory card✓ Link-up× Mouse× Multitap×  
Top totty in Indiana Jones-style antics. One of the best games ever... **92%**



### Top Gun: Fire at Will £44.95

Company Microprose ■ Players 1  
Memory card✓ Link-up× Mouse× Multitap×  
Gung-ho movie spin-off not worth your effort tracking down. **55%**

### Total NBA '96 £44.99

Company SCE ■ Players 1-8  
Memory card✓ Link-up× Mouse× Multitap×  
Pretty damn fine basketball game with some excellent attention to detail. **83%**

### Total NBA '97 £34.95

Company SCE ■ Players 1-8  
Memory card✓ Link-up× Mouse× Multitap×  
Enough improved graphics and gameplay to make it a better game. **85%**

### Tokyo Highway Battle £39.99

Company THQ ■ Players 1  
Memory card✓ Link-up× Mouse× Multitap×  
Kind of a sub-Rage Racer game with average graphics. **77%**

### Toshinden 3

Company Takara ■ Players 1-2  
Memory card✓ Link-up× Mouse× Multitap×  
Derivative fighting game that would take a pasting from Namco any day... **75%**

### Toshinden Kids

Company Takara ■ Players 1-2  
Memory card✓ Link-up× Mouse× Multitap×  
Polished but simple version of Toshinden aimed at younger gamers. **60%**

### Transport Tycoon £44.99

Company Ocean ■ Players 1-4  
Memory card✓ Link-up× Mouse× Multitap×  
Build roads, railways, docks and airports in this great God sim. **86%**

### Trash It £44.95

Company GT ■ Players 1-4  
Memory card✓ Link-up× Mouse× Multitap×  
Platformer that has good ideas, but just not enough immediate action. **57%**

### True Pinball £19.99

Company Ocean ■ Players 1  
Memory card✓ Link-up× Mouse× Multitap×  
It may have four tables, it may be a good game, but The Web is better. **71%**



### Tunnel B1 £44.99

Company Ocean ■ Players 1  
Memory card✓ Link-up× Mouse× Multitap×  
Wipeout breeds with Doom in this high speed shoot 'em up. **89%**

### Twin Bee

Company Konami ■ Players 1-2  
Memory card✓ Link-up× Mouse× Multitap×  
Two shooting styles sadly don't make this dated game any better to play... **55%**

### Twisted Metal £39.99

Company SCE ■ Players 1-2  
Memory card✓ Link-up× Mouse× Multitap×  
Destroy the suburbs in this Mad Max-style car battle. **82%**

## Best bundle deals: We rate the best high street PlayStation deals

### CURRYS PRICE: £259

**What you get:** PlayStation, Olympic Soccer, Tekken 2, Alien Trilogy, Tunnel B1, Memory Card

**Verdict:** The only pack to offer a Memory Card which is sensible bearing in mind most games need one! The games, though, are a real mixed bag. Tekken 2 and Alien Trilogy are well worth having, with Tekken 2 rating as one of the all-time PlayStation classics. Tunnel B1 is toss, and Olympic Soccer is simple and easy to beat.  
**RATED: 70%**

### TOYS 'R' US PRICE: £199

**What you get:** PlayStation, Actua Soccer, True Pinball, Break Point, Street Racer, Rayman. Oh, and a copy of the Spice Girls CD.

**Verdict:** The price is very good, considering you get five games, but the games are crap. True Pinball is the best of the bunch, and is a really good pinball game, but the rest are old, dated and shite, especially Break Point and Street Racer. Rayman is one of the worst games we've seen. You'd be better off buying a £129 machine and

two games you actually want. Oh, and you can stuff the Spice Girls CD, too.

**RATED: 55%**

### DIXONS PRICE: £249



**What you get:** PlayStation, OnSide Soccer, Pandemonium!, Hardcore 4x4, Alien Trilogy, Worms and the Platinum game of your choice.

**Verdict:** A very good deal. OnSide and Hardcore 4x4 aren't exactly brilliant but the deal is worthwhile thanks to the brilliant Alien Trilogy, Worms, and the still newish Pandemonium! Just make sure you choose Ridge Racer as your Platinum game...  
**RATED: 95%**

### COMET DEAL 1 PRICE: £159

**What you get:** PlayStation, and a choice of V-Rally or ISS Pro.

**Verdict:** A really good starter deal. Although the actual saving is only in the region of £15, both V-Rally and ISS Pro are brilliant ways to start any PlayStation collection.  
**RATED: 90%**

### COMET DEAL 2 PRICE: £199

**What you get:**

PlayStation, Sampras Extreme Tennis, NBA Jam Extreme, Mortal Kombat 3, Alien Trilogy.

**Verdict:** A good price, but some of the games are knocking on a bit. NBA Jam Extreme is the weakest of the four on offer, but even that isn't dreadful. Mortal Kombat 3 is still worth a look, though, and Sampras Extreme and Alien Trilogy are well worth a punt.

**RATED: 80%**

### HMV PRICE: £159

**What you get:**

PlayStation, and the game of your choice.

**Verdict:** These smaller deals are pretty cool. Again, you'll only save £15 at most, but the choice of any game from the charts or the past makes this a perfect starting point for new PlayStation owners. Just don't let your Nan or any elderly relatives choose the game if they're buying it for you. Chances are it won't be Resident Evil or Doom they pick...

**RATED: 91%**



## Jumping Flash £39.99

Company SCEE ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Super 3D platformer which has just too few levels to make it a winner. **39%**

## Jumping Flash 2 £44.99

Company SCEE ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Perfect sequel to Jumping Flash, but not enough levels. A five more... **38%**

## K1 £44.99

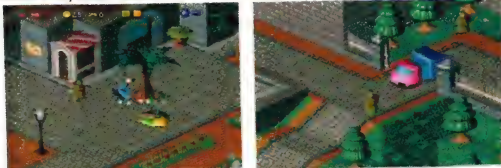
Company THQ ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Substandard beat 'em up. It's saving grace is reasonable graphics. **55%**

## Krazy Ivan £39.99

Company SCEE ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Graphics win over playability in this robot game. **73%**

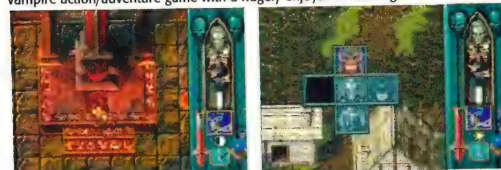
## Little Big Adventure £44.99

Company EA ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Brilliant PlayStation conversion of the PC adventure classic. **91%**



## Legacy of Kain £44.99

Company BMG ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Vampire action/adventure game with a hugely enjoyable challenge. **92%**



## Loaded £39.99

Company Gremlin ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
An action-packed traditional sort of blaster, lacking in variety. **75%**

## Lomax in Lemmingsland £44.95

Company Psygnosis ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
It's a Lemmings-inspired platformer. Our verdict? It just leaves us cold. **70%**

## Lone Soldier £39.99

Company Telstar ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
This strikes us as being pretty much Commando in 3D, but way too slow. **72%**

## Lost Vikings 2 £44.99

Company Interplay ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Average arcade game which fails to deliver much originality. **63%**

## Machine Hunter £44.95

Company Eidos ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
A top-down shoot 'em which takes on Loaded fair and square. **88%**

## Madden NFL '97 £44.99

Company EA ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
A good, solid American Football simulation that'll keep you coming back for more. **86%**

## Magic Carpet £44.99

Company Bullfrog ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Fast 3D sorcery shoot 'em up with many levels to explore. **90%**



## Mechwarrior 2 £44.99

Company Activision ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Giant robots in quality 3D shoot 'em up. Plenty of blasting action. **83%**

## MegaMan X3

Company Capcom ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Platformer rates playability over looks. 9 levels will keep you busy. **81%**

## Metal Jacket

Company Solan ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Customise giant robots, then let them loose in this dull game. **65%**

## Mickey's Wild Adventure £39.99

Company SCEE ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Don't let 'wild' and 'adventure' sucker you: Another average platformer. **66%**

## Mobile Suit Gundam

Company Bandai ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Line up robots in your sights, blast 'em, do it again... Dull. **37%**

## Micro Machines V3 £34.99

Company Codemasters ■ Players 1-8  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
The best multi-player game on the PlayStation. A real racing classic. **95%**



## Monster Trucks £44.99

Company Psygnosis ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
This off-road racer never really gets going... **82%**

## Mortal Kombat 3 £44.95

Company SCEE ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
MK fans will go mental, but for us, Streetfighter still rules the 2D scene. **91%**



## Mortal Kombat Trilogy £44.95

Company GT ■ Players 1-8  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
About every MK character, so hardcore MKers will be happy... **91%**



## Motor Toon GP £44.99

Company Sony ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Cute racing game that lacks speed. The sequel is a whole lot better... **51%**

## Motor Toon Grand Prix 2 £44.99

Company SCEE ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Comic racing game manages to trounce the original. **85%**

## Myst £44.95

Company Psygnosis ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✓ Multitap ✗  
Point/dick adventure with static screens. It won't set your world on fire. **76%**

## Namco Museum Vol.1 £39.99

Company Namco ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
More hits from the gaming crypt. And yes, it does include Pacman. **84%**

## Namco Museum Vol.2 £39.99

Company Namco ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Nowhere near as strong a collection, unless you're a big Xevious fan. **63%**

## Namco Museum Vol.3 £39.99

Company Namco ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
There is just too much dross on this disc... **71%**

## Namco Museum Vol.4

Company Namco ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Only PacLand stands out from the crowd here. **67%**

## Namco Museum Vol.5

Company Namco ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
PacMania, Metro Cross and Dragon Spirit pep up this retro collection. **79%**

## Nanotek Warrior £39.99

Company Virgin ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Enjoyable shooting action, but a lack of levels to keep you interested. **77%**

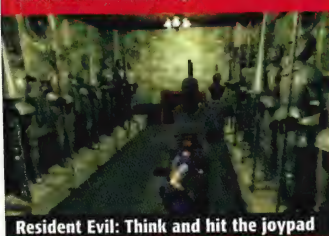
## Lingo: This month A-C.

Parliamo PlayStation? Forget the language tapes, we're here to help.

### A is for:

Add-on: Joypads, NegCons, Multitaps. Tech extras you can buy for your PlayStation are add-ons.

Arcade/Adventure: Games like Resident Evil where you have to think as well as hit the joystick buttons like mad.



Resident Evil: Think and hit the joystick

Arcade Conversion: If you can't be arsed to go into a dark arcade and pump quid coins into the latest arcade machines, arcade conversions (like Street Fighter Alpha 2) are straight copies of these games made for the PlayStation.



Street Fighter Alpha 2: Home arcade fun

### B is for:

Beat 'em Up (2D): Any fighting game where the scrapping is viewed from the side.



Street Fighter

Beat 'em Up (3D): You know in Soul Blade where the action moves in, out and around for close ups of the punches and kicks? That's the best example of 3D beat 'em ups we know.

Bird's Eye View: Anything where the games are seen from above. Just like a bird would, apparently.



Return Fire: Captain bird's eye (view)

### C is for:

Continues: Lets you continue a game where you left off.

Coin-op: Another name for an arcade machine.

Conversion: Any game based on something else. Films, arcade games, even books... software companies will copy just about anything they can on to a PlayStation.

CPU: (or Central Processing Unit); the techy bit that makes the PlayStation piss all over the Saturn.

CPU Player: Basically, a CPU player is where the PlayStation acts as your opponent for one-player games.

Cutscenes: Video clips used between levels in a game. Wing Commander IV is one big video clip. Fascinating/waste of time? You decide.



Wing Commander IV: Cutscenes a go-go





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# Classic PlayStation gameplays:

## #1 Resident Evil

What we said then:

**“Resident Evil will stun all players irrespective of their bias, and will keep them totally gripped from beginning to end...”**

**The story so far** A remote mansion hides a deadly secret. A team of STARS (Special Tactics and Rescue Service) agents have been sent to investigate rumours of a genetic experiment gone horribly wrong — and find out what happened to

the last team sent there. As they approach the mansion, three of the party are killed by a mutated dog and the rest flee into the mansion itself. But the dog attack is nothing compared to the dangers lurking in every room...

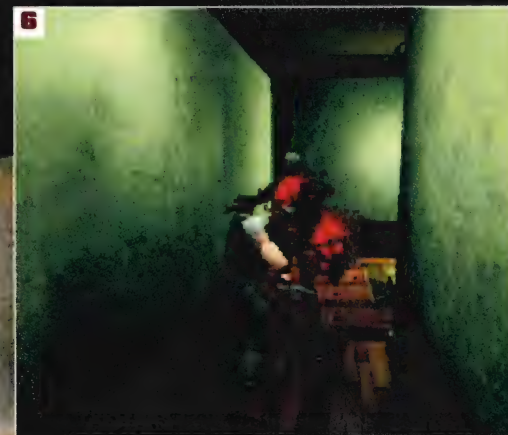
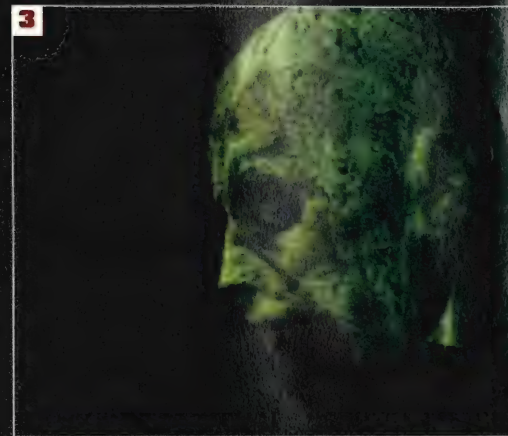
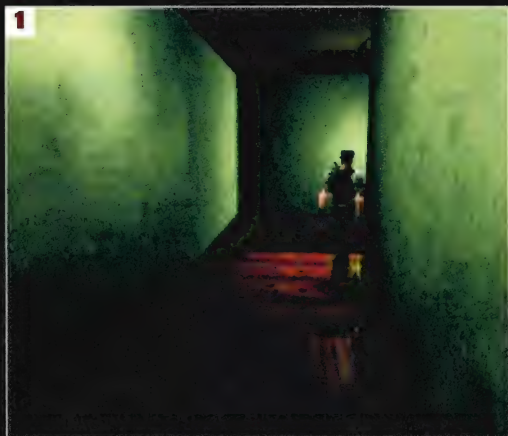


By: Capcom/Virgin

Costs: £44.95

Players: 1

First Out: November 1996



**That magic moment** Playing as Chris Redfield, you're armed only with a knife, wandering into one of the mansion's many dark corridors [1]. So far, the 'Mansion of Terror' has contained nothing scarier than a typewriter. As you turn the corner you stumble across a zombie snacking on one of the original search party [2]. As blood spreads across the floor [3], the zombie rises from its meal [4], and gets ready for the next course. That means you [5]. It's round about now you realise that you'd rather have a gun than the knife Chris is using [6].

**Why we like it** Until this point, Resident Evil has been as scary as an episode of Teletubbies. As you bump into the zombie it reaches up, and, just like the best zombie films, starts plodding after you. Stabbing it has little effect, and you're already starting to wonder what else lurks in the dark rooms in the mansion. It makes video nasties like Zombie Flesheaters look really tame.





## HMV Chart

### What's everyone else buying?

Key: (NE) New Entry  
(RE) Re-Entry  
(4) Position Last Month  
(-) Same Position

- (-) V-Rally (Ocean)**  
Cool rally game with tons of tracks.
- (3) ISS Pro (Konami)**  
The king of PlayStation footie games.
- (2) Syndicate Wars (EA)**  
Blood and strategy. What a pair.
- (-) Rage Racer (Namco)**  
The best racing game we've seen.
- (NE) Fade to Black (Platinum)**  
Atmospheric adventuring on a budget.
- (NE) Worms (Platinum)**  
The ultimate party game.
- (NE) Alien Trilogy (Platinum)**  
Three smart films one cool game.
- (NE) Road Rash (Platinum)**  
All right, own up. Who bought this?
- (6) Tomb Raider (Eidos)**  
Class adventuring. And leggy Lara.
- (NE) Independence Day (Fox Int)**  
Manky movie, shite shoot 'em up.

### Twisted Metal 2 £44.95

Company SCEA ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Good sequel even grander in thrills and spills than the original. **88%**

### Two Ten Kaku £44.95

Company Club Dep ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Run of the mill vertical shoot 'em up offers nothing new. **76%**

### Vandal Hearts £44.95

Company Konami ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Average graphics don't spoil playable and engrossing role-playing game. **86%**

### Victory Boxing £44.95

Company JVC ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Deeper than a lot of fighting games and takes some getting into. **74%**

### Virtual Golf £44.95

Company Core Design ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Nowhere near as good as the excellent Actua Golf. **57%**

### Virtual Pool £44.99

Company Interplay ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
This is a great pool game which is a pretty realistic simulation. **85%**

### V-Rally £44.99

Company Ocean ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Seat-of-the-pants racing, 40 separate stages to keep you busy! **94%**



### VR Baseball £44.99

Company Interplay ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
A fine conversion of the sport, but unlikely to attract too many Brits. **72%**

### V Tennis £44.95

Company Acclaim ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Mediocre tennis sim that's hard to be bothered about at all. **75%**

### Warcraft 2 £44.95

Company EA ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Excellent strategy game. No mouse/two-player link detract from gameplay. **88%**

### Wargods £44.95

Company GT ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
3D fighting game with mushy graphics and lousy gameplay. **59%**

### Warhammer £44.99

Company Mindscape ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Not much to look at, but depth of gameplay means it has more to offer. **86%**

### Warhawk £39.99

Company SCEA ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Instantly playable, though controls are tricky at first. **82%**

### WCW vs The World £44.99

Company THQ ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Brilliant wrestling game with 60 characters. No handbags or milk stouts... **88%**

### Wild Arms £44.99

Company SCEA ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Excellent RPG with nice graphics and huge amounts of addictive gameplay. **91%**

### Williams Arcade Classics £44.99

Company GT ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Retro compilation with five good games out of six, including Defender... **89%**

### Wing Commander III £44.99

Company EA ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Superb movie sequences mix it with poor gameplay in this space opera. **80%**

### Wing Commander IV £44.99

Company EA ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Better full motion video sequences... but worse gameplay. **50%**

### Wipeout £19.99

Company Psygnosis ■ Players 1-2 ■ Special NegCon  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Ultra-fast, ultra-stylish racer. A must for speed freaks... **91%**



### Wipeout 2097 £44.95

Company Psygnosis ■ Players 1-2 ■ Special NegCon/Wheel  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Bigger and better in every way than its great predecessor. **94%**

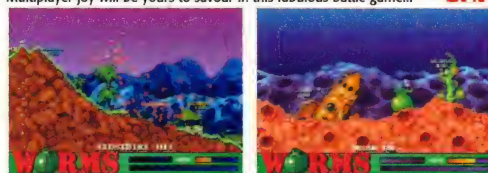


### World Cup Golf £39.99

Company US Gold ■ Players 1-8  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Great graphics, but some of the courses can be imprecise. **80%**

### Worms £19.99

Company Ocean ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Multiplayer joy will be yours to savour in this fabulous battle game... **91%**



### WWF in your House £44.95

Company Acclaim ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Well below average wrestling game. **45%**

### WWF Wrestlemania £39.99

Company Acclaim ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Entertaining fighting game with some pretty deadly special moves. **83%**

### X2 £44.95

Company Team 17/Ocean ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
A tedious shoot 'em up which is just way too difficult to master... **58%**

## Retro

### How we used to play

**Game Name:** Xevious  
**Company:** Namco  
**Year:** 1982  
**Format:** Arcade, Spectrum, C64, Amstrad CPC

Ray Storm is one of the best PlayStation shoot 'em ups, right? It has loads of lasers, special weapons and things to kill. Perfect mindless stuff. Yet, it owes everything to Namco's Xevious, which incidentally has just been released as a retro pack in its right.

Namco's classic blaster has the unique distinction of being the very first shooting game in the world ever to feature vertically scrolling backgrounds and even had pretty basic extra weapons in the form of ground missiles... a very basic version of Ray Storm's locking-on explosives.



1982



1997

### X-Com: Enemy Unknown £44.99

Company Microprose ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Enjoy strategy gaming at its very best as you take on alien invaders **88%**

### X-Com: Terror from the Deep £44.99

Company Microprose ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Pretty much X-Com: Enemy Unknown played underwater... **82%**

### Xevious 3D/G+ £44.99

Company Namco ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Xevious gets a dull and uninspiring 3D makeover in retro compilation. **60%**

### Zeitgeist [Jupiter Strike] £39.99

Company Acclaim ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Slow, clumsy 3D shooting game which seriously lacks appeal. **43%**

### Zero Divide £44.99

Company Ocean ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
A sound enough fighting game, but nothing special. **72%**





**Soviet Strike** £44.99  
 Company EA ■ Players 1  
 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
 Good sound effects and graphics create a classy 3D chopper shoot 'em up. **92%**



**Space Hulk** £19.99  
 Company EA ■ Players 1  
 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
 Drag mercenaries around. Slow but good strategy/action game. **84%**

**Space Jam** £44.95  
 Company Acclaim ■ Players 1-2  
 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
 Dull movie-based cash-in basketball game. Why put yourself through it? **65%**

**Speed King**  
 Company Konami ■ Players 1  
 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
 Slow, boring and about as exciting as watching an egg boil. Maybe less so. **45%**

**Speedster** £44.95  
 Company Psygnosis ■ Players 1-2  
 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
 Top-down view racing game that's lacking in speed and playability. **64%**

**Spider** £39.99  
 Company BMG ■ Players 1  
 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
 An innovative idea for a platform game, but fails to rise above average. **70%**

**Spot goes to Hollywood** £34.95  
 Company Virgin ■ Players 1  
 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
 Too little, too late for this platformer. Er, it's got good music though... **77%**

**Stahlfeder**  
 Company Sintos ■ Players 1  
 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
 A basic but fun shoot 'em up you can play for hours. **77%**

**Star Gladiator** £44.95  
 Company Virgin/Capcom ■ Players 1-2  
 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
 Capcom's first 3D beat 'em up. They don't make a bad job of it either. **91%**



**Starfighter 3000** £44.95  
 Company Telstar ■ Players 1  
 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
 Nice enough to have a gap at, but there's not enough going on. **80%**

**Starwinder** £44.95  
 Company Mindscape ■ Players 1  
 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
 Simplistic racing game where every level plays the same. **59%**

**Steel Harbinger** £44.95  
 Company Mindscape ■ Players 1  
 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
 Dull graphics, but 11 levels and variety of weapons can make this fun. **79%**

## Our 5 worst PlayStation games

The games we just can't stand...

1. **Brain Dead 13 (Empire)**  
 Little control over the main character.  
 Snore snore.

2. **Galaxian 3D (Namco)**  
 Looks incredible. Incredibly tedious.

3. **The Crow (Acclaim)**  
 Even worse than the film.

4. **Rayman (UBI Soft)**  
 A dated platformer. MegaDrive fare.

5. **Iron Man (Acclaim)**  
 Slow, repetitive, expensive.

Send your lists to The Worst Games Ever at the usual address.



**Street Fighter Alpha** £44.99  
 Company Virgin ■ Players 1-2  
 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
 Update of Street Fighter series with new moves and new characters. **91%**



**Street Fighter Alpha 2** £44.99  
 Company Virgin ■ Players 1-2  
 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
 Custom combos and counter-moves add up to an excellent sequel. **92%**



**Street Fighter The Movie** £39.99  
 Company Acclaim ■ Players 1-2  
 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
 Insult to the Street Fighter name. Based on the movie. **67%**

**Street Fighter II (Interactive movie)**  
 Company Capcom ■ Players 1  
 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
 Unplayable hash at making Street Fighter into an interactive movie. **54%**

**Street Racer** £44.95  
 Company Ubi Soft ■ Players 1-8  
 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
 Fair to middling racing game with plenty to do, except get excited... **79%**

**Strikepoint: the Hex Missions** £44.95  
 Company Elite ■ Players 1-2  
 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
 Poor helicopter game. Why not have a bash at Soviet Strike instead? **60%**

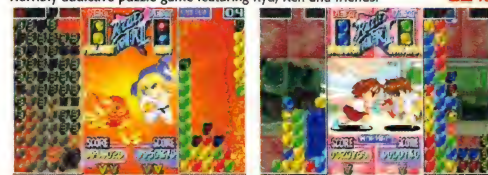
**Striker '96** £39.99  
 Company Warner ■ Players 1-4  
 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
 Simplistic football game. Binary soccer at its worst. **69%**



**Suikoden** £44.99  
 Company Konami ■ Players 1  
 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
 Solid role-playing game that isn't going to change your life... **81%**

**Super Big Brother**  
 Company NCS ■ Players 1  
 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
 Very surreal shoot 'em up starring its very own underpants wearing hero... **53%**

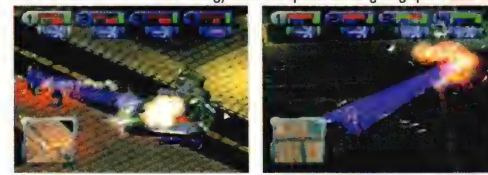
**Super Puzzle Fighter 2** £39.95  
 Company Virgin ■ Players 1-2  
 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
 Horribly addictive puzzle game featuring Ryu, Ken and friends. **92%**



**Supersonic Racers** £44.95  
 Company Mindscape ■ Players 1-2  
 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
 Micro Machines-style racer doesn't pull out enough stops to keep you hooked. **74%**

**Swagman** £44.99  
 Company Eidos ■ Players 1  
 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
 There's plenty of arcade-style fun on offer in this great-looking 2D game. **85%**

**Syndicate Wars** £44.95  
 Company EA ■ Players 1-4  
 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
 This is an ultra-cool and violent strategy shoot 'em up with amazing 3D graphics. **92%**



**Tekken** £19.99  
 Company Namco ■ Players 1-2  
 Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
 Namco's first beat 'em up. Interesting backgrounds, realistic characters. **93%**

## Contacts

### UK PlayStation software houses

Acclaim: 0171 344 5000  
 Activision: 01895 456700  
 BMG: 0171 973 0011  
 Codemasters: 01926 814132  
 Electronic Arts: 01753 549442  
 Eidos: 0181 636 3000  
 Gremlin: 01142 753423  
 GT Interactive: 0171 258 3791  
 Interplay: 01628 423666  
 JVC: 0171 240 3121  
 Konami: 01895 853000

Maxis: 0171 505 1500  
 Microprose: 01454 893893  
 Mindscape: 01444 246333  
 Namco: 0171 734 7737  
 Ocean: 0161 832 6633  
 Psygnosis: 0151 282 3000  
 Sony: 0171 447 1600  
 Telstar: 01932 222232  
 THQ: 01372 745222  
 UBI Soft: 0181 941 4004  
 Virgin: 0171 368 2255

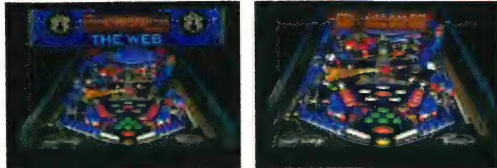


## Primal Rage £44.99

Company Warner ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Combos don't go together too well in this awkward 2D beat 'em up. **77%**

## Pro Pinball: The Web £44.95

Company Empire ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ **winner**  
Ball movement so fluid it handles like the real thing. **93%**



## Project Overkill £44.95

Company Konami ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
High-tech, underachieving version of the old arcade stalwart Bezerk... **79%**

## Psychic Detective £44.99

Company EA ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
14 endings, multi views and 3 CDs make this interactive movie playable. **84%**

## Psychic Force £44.95

Company Acclaim ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
An enjoyable enough 3D beat 'em up, but it lacks depth. **76%**

## Rage Racer £39.99

Company Namco ■ Players 1 ■ Special NegCon/Wheel  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ **winner**  
The latest classic incarnation from Namco. Buy it! **93%**



## Raging Skies £44.99

Company SCE ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Flight sim looks dated and gets repetitive after a while. Pretty average. **73%**

## Raiden Project £39.99

Company Ocean ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Enjoyable, but limited. Animation and graphics are only mediocre... **72%**

## Rally Cross £34.99

Company SCE ■ Players 1-4 ■ Special Analogue pad  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Rolling cars aplenty in fun racer, plus 4 player mode... **85%**

## Rapid Reload £39.99

Company SCE ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ **Want it**  
Entertaining, but limited platform shoot 'em up. **80%**

## Rayman £19.99

Company UBI Soft ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Repetitive platformer with a lack of flexibility. **43%**

## Ray Storm ETBA

Company Taito ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Vertical blasting shoot 'em up that's tough, demanding and fast. **83%**

## Ray Tracers £34.99

Company SCE ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ **Want it**  
Car chase game has some good action, but it's over far too quickly. **73%**

## Rebel Assault 2 £44.99

Company LucasArts ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
A Star Wars romp, but there's not enough variety and trickery. **46%**

## Reloaded £44.95

Company Gremlin ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Smidgen better than the original. But that wasn't much fun either. **73%**

## Resident Evil £49.99

Company Gremlin ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ **winner**  
This horror adventure is one of the PlayStation's finest games. **94%**



## Return Fire £44.95

Company Warner ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ **winner**  
You take out enemy bases with a selection of army vehicles. Good fun. **81%**

## Deceased

### The 5 greatest PlayStation deaths

#### 1. Resident Evil Chris stamps on zombie's head



#### 2. Alien Trilogy Ripley gored by an alien



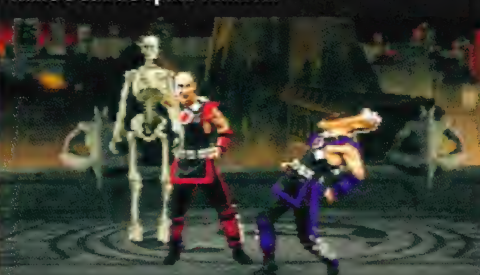
#### 3. Doom Hitting anything with the double-barrelled shotgun



#### 4. Die Hard Trilogy Running over jaywalkers



#### 5. Mortal Kombat Kano's subtle spine removal



Reckon you know better? Mark your entries  
Best Death and send it to the usual place.



#### Reverbition

Company Techno ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ **Import**  
Bizarre battle game in 3D. Looks amazing, but way too easy to play... **21%**

#### Revolution X £39.99

Company Acclaim ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Aerosmith feature throughout... but this is one sad game really. **48%**

#### Ridge Racer £19.99

Company Namco ■ Players 1 ■ Special NegCon/Wheel  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Excellent racing game, but lacking in tracks. **88%**

#### Ridge Racer Revolution £49.99

Company Namco ■ Players 1-2 ■ Special NegCon/Wheel  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ **Want it**  
Better than the original, with more cars and better controls. **87%**

#### Rise 2 Resurrection £44.99

Company Acclaim ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Despite plenty of fighters, this is still only a mediocre beat 'em up... **78%**

#### Riot £44.95

Company Psygnosis ■ Players 1-16  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Despite mega link-up possibility, this game offers you little for your cash. **67%**

#### Road Rash £19.99

Company EA ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Straightforward, frustrating racing game. **64%**

#### Robotron X £44.95

Company GT ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Simple, mindless run and shoot shenanigans. Overpriced, undersped. **66%**

#### Runabout

Company Climax ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ **Import**  
Pretty mad smash 'em up racing game with tons of vehicles. **90%**

#### Sampras Extreme Tennis £44.95

Company Codemasters ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Real ease of play and lots of views raise it above unseeded rivals... **89%**

#### Sentient £44.95

Company Psygnosis ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Set on a spaceship, this game is pretty ambitious, but too complicated. **71%**

#### Shellshock £44.99

Company Core Design ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Pretty second rate: levels are dull and grey, and action is very limited. **75%**

#### Shockwave £39.99

Company EA ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Empty shoot 'em up with tiny sprites against a dull background. **56%**

#### Sim City 2000 £44.99

Company Maxis ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✓ Multitap ✗ **winner**  
You build a city, and then you run it. Complex strategy. **91%**



#### Skeleton Warriors £44.95

Company Virgin ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Looks, smells and feels like an old 16-bit game... and it plays like one too. **69%**

#### Slam 'n' Jam '96 £44.95

Company BMG ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Huge sprites, poor camera views and easy gameplay make this a dog. **64%**

#### Smash Court Tennis £44.95

Company Namco ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Slow, unresponsive game. You buy kit, but the actual matches are grim. **57%**

#### Soccer '97 £44.95

Company Eidos ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Olympic Soccer sequel suffers from a slow slow slow engine. **81%**

#### Soul Blade £34.95

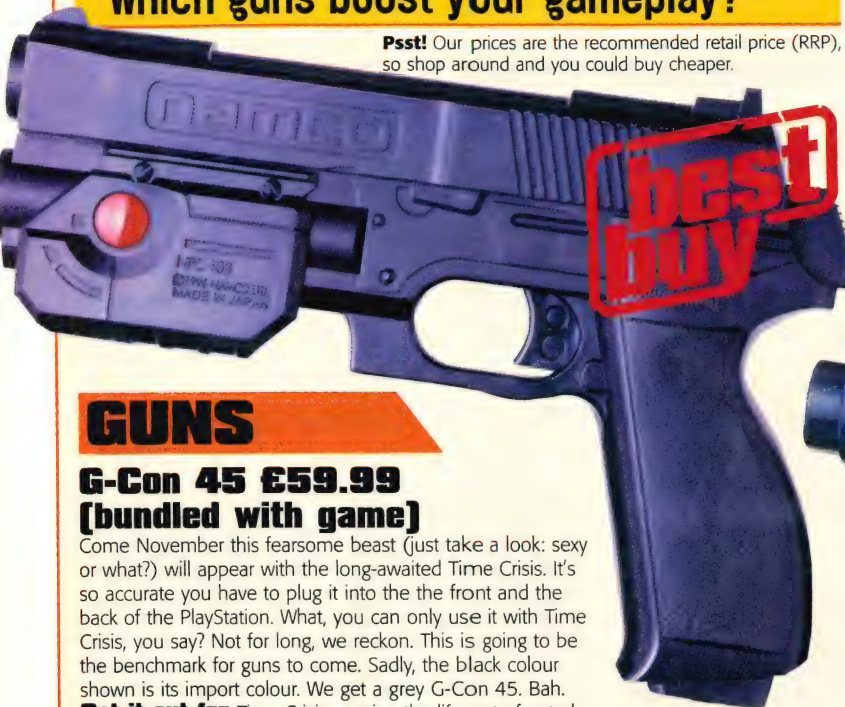
Company Namco ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗ **winner**  
This classic weapons-based beat 'em up has all the right ingredients. **84%**



# GEAR

## Which guns boost your gameplay?

**Psst!** Our prices are the recommended retail price (RRP), so shop around and you could buy cheaper.



## GUNS

### G-Con 45 £59.99 (bundled with game)

Come November this fearsome beast (just take a look: sexy or what?) will appear with the long-awaited Time Crisis. It's so accurate you have to plug it into the front and the back of the PlayStation. What, you can only use it with Time Crisis, you say? Not for long, we reckon. This is going to be the benchmark for guns to come. Sadly, the black colour shown is its import colour. We get a grey G-Con 45. Bah.

**Get it out for** Time Crisis; scaring the life out of petrol station attendants.

**Rated** The best lightgun for probably the best game. Be afraid. Be very afraid. **97%**



■ G-Con 45: if it's good enough for Rick Miller...



■ ...it's good enough for you. So get one



### Predator £29.99

Immense, and very very accurate. A sliding bar lets you autoloading on some games (but not Die Hard Trilogy), and you get three speeds of firing (including auto) for max mayhem, death and destruction. Leftside has 'Start' button, rightside 'Bomb'.

Looks-wise this is the Kate Moss of lightguns with its Harrison Ford-in-Blade Runner feel guaranteed to have you dressing in a long coat and offing replicants. Probably. And one more thing, it's got little lights that flash when you pull the trigger. Aah.

**Get it out for** Die Hard Trilogy (if you can't get a Hyperblaster)

**Rated** It's well accurate, but too heavy for a long bout of one-handed slaying. Buttons make life hard for lefthanders. **80%**



### Hyperblaster £29.95

It may be a crap colour and looks like it wouldn't hurt a fly, but Konami's gun is sweet for left and right-handed killers everywhere. It's light, comfortable, the sight system works, and the bomb button is easy to reach. It makes it a cinch to pick off terrorists one by one, and on Die Hard Trilogy Mercy Kills are a picnic.

What's more, its featherlight weight means a lengthy sesh of terrorist wasting isn't going to make your arm feel like you've been pumping iron for four days. Definitely the dog's, and essential for Bruce Willis wannabes everywhere. That's until you get your hands on the GunCon, of course.

**Get it out for** Die Hard Trilogy.

**Rated** Spot-on, brain-splatteringly accurate tool, so you get more bonuses and cruise through tricky levels. Until GunCon, this was the best gun in the business, and still by far the best for any gun game not containing the words 'Time' and 'Crisis'. **95%**

### NASCAR Racing £44.95

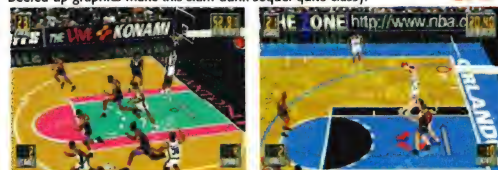
■ Company Sierra ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Crap Days of Thunder-style racing game, bad in every single way... **35%**

### NBA in the Zone £44.95

■ Company Konami ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
The large sprites are pretty agile, and it has more pace than Total NBA... **85%**

### NBA in the Zone 2 £44.95

■ Company Konami ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Beefed-up graphics make this slam-dunk sequel quite classy. **91%**



### NBA Jam Extreme £44.95

■ Company Acclaim ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✓  
Yet another basketball game: a couple of outrageous comic features. **80%**

### NBA Jam Tournament £39.99

■ Company Acclaim ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Conversion of the coin-op with 2D characters going two-on-two. **66%**

### NBA Live '96 £44.99

■ Company EA ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Uses the FIFA '96 graphics engine, and it shows all too clearly... **81%**

### NBA Live '97 £44.99

■ Company EA ■ Players 1-8  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✓  
Brilliant multiplayer game with loads of options. **91%**



### Need for Speed £19.99

■ Company EA ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
A second rate bash at Ridge Racer. It definitely needs more speed... **70%**

### Need for Speed 2 £44.99

■ Company EA ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Looks crap, and plays even worse than its prequel. **49%**

### NFL Gameplay £44.99

■ Company SCE ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Pretty average in every department. **62%**

### NFL Quarterback Club £39.99

■ Company Acclaim ■ Players 1-8  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Competent sports sim let down by blocky graphics... **75%**

### NHL '97 £44.99

■ Company Acclaim ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Polygon-based sprites make this a really good-looking sports sim... **91%**



### NHL Face Off £44.99

■ Company SCE ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Geared towards good gameplay, and the action is fast and furious. **85%**

### NHL Face Off '97 £34.95

■ Company SCE ■ Players 1-8  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✓  
Just another average sequel, in spite of extra features... **65%**

### Nova Storm £39.99

■ Company SCE ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Start game. Fire continuously. Finish game eventually. That's it... **55%**



## Best Fighting Games

### Our top five fighting games

- 1. Tekken 2 (Namco)**  
Thousands of fancy moves, and easy to pick up.
- 2. Soul Blade (Namco)**  
Tekken 2 with gurt big swords.
- 3. Street Fighter Alpha 2 (Capcom)**  
Yeah! Who needs 3D fighting?
- 4. Mortal Kombat Trilogy (GT)**  
Blood! Death! Bloody fast!
- 5. Star Gladiator (Capcom)**  
A tad tricky for its own good.



Tekken 2 (above) top. Agree? Send your top fives to The Best Fighting Games Ever at our usual address.

### Fire Pro Wrestling

■ Company Human ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Polygon-based wrestlers look superb, but this can be a bit limited and dull. **63%**

### Firestorm: Thunderhawk 2

■ Company Core ■ Players 1  
Memory card ✗ Link-up ✗ Mouse ✗ Multitap ✗  
3D graphics aren't exactly perfect but this is still a great helicopter game. **86%**

### Firo and Klawd

■ Company BMG ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Interesting buddy cop game, but it loses points for no 'save game' option. **82%**

### Floating Runner

■ Company Xing ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Enjoyable, playable 3D platformer with strange viewpoint, weird controls. **81%**

### Formula 1

■ Company Psynosis ■ Players 1-2 ■ Special Negcon/Wheel  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Mega sales worldwide confirm it as the ultimate simulation driving game. **83%**



### Galaxian 3

■ Company Namco ■ Players 1-4 ■ Special Negcon  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Graphically impressive shoot 'em up, but lacking in gameplay. **36%**

### Gex

■ Company BMG ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Goes to show that if you really try, you can produce a dull platformer. **68%**

### Goal Storm

■ Company Konami ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Big sprites lumber by on zimmers and stairlifts in this football game. **66%**

### Grid Run

■ Company Virgin ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✓  
Tag game which only really gets 'fun' in multiplayer mode. **64%**

### Gunbird

■ Company Atlus ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Stunning scaling and lighting, but this shoot 'em up lacks challenge. **74%**

### Gunship

■ Company Microprose ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Complex, fairly playable helicopter sim, but just not that realistic... **83%**

### Hard Boiled

■ Company EA ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Try woodturning. Knock up a pipe rack. Just don't play this. **40%**

### Hardcore 4x4

■ Company Gremlin ■ Players 1 ■ Special Wheel  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Dull all-terrain racing game with a lack of tracks. **83%**

### Hebereke Popoitto

■ Company Sunsoft ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Two player puzzle game. Fun, but Bust-a-Move 2 is better. **42%**

### Hermie Hopperhead

■ Company Sony ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Crappiest sprites we've ever seen. Frustrating, and levels are too similar. **38%**

### Hexen

■ Company GT ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Graphics are a wee bit slow and blocky, but this Doom clone has depth. **84%**

### Hi-Octane

■ Company Bullfrog ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Really boring racing game that doesn't have enough substance. **76%**

### Horned Owl

■ Company Sony ■ Players 1-2 ■ Special Light Gun  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
The first PlayStation lightgun game, and the most tedious. **68%**

### Hyper Final Match Tennis

■ Company Human ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Bad animation and even worse gameplay make for a pretty awful game... **63%**

### Hyper Formation Soccer

■ Company Human ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Impossible to master mega-complex controls, and the graphics are poor. **33%**

### Independence Day

■ Company Fox Interactive ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Dated shoot 'em up based loosely on the hit film. **69%**

### Impact Racing

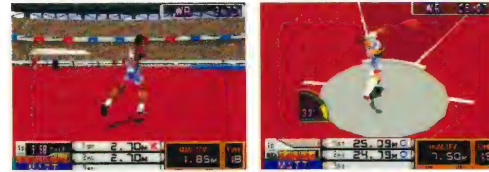
■ Company JVC ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Offbeat racing game mixing Destruction Derby with Mad Max. **82%**

### In the Hunt

■ Company THQ ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
2D submarine shoot 'em up with plenty of things to fire at. Which is nice. **79%**

### International Track & Field

■ Company Konami ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Addictive sports sim that's even better in its multiplayer mode. **93%**



### ISS Deluxe

■ Company Konami ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Straight conversion of that old classic SNES football game. **66%**

### ISS Pro

■ Company Konami ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
The greatest football game on the planet. Enough said, we feel... **92%**



### Iron and Blood

■ Company Acclaim ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Average 3D beat 'em up, fantasy style. Not enough to tickle your fancy... **67%**

### Iron Man

■ Company Acclaim ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Sad, shoddy drivel. A bad game and a total waste of a comics licence. **22%**

### Jet Rider

■ Company SCEE ■ Players 1-2  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Innovative racer is let down by poor graphics and weak gameplay. **63%**

### Johnny Bazoookatone

■ Company US Gold ■ Players 1  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
A Rock 'n' Roll platformer with poor gameplay. **60%**

### Jonah Lomu Rugby

■ Company Codemasters ■ Players 1-4  
Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗  
Brilliant rugby simulation, but bloody fiddly controls drive you mad. **84%**

## Game Boxes

You can never judge a game by its cover. But hey, it helps.

### Hit!

#### WipeOut 2097

A brilliant box, with the silvery colour adding a clubby look to the packaging, and the main image telling you exactly what to expect: a futuristic racer. Not just the best box this month, but the best for a long time.



### Miss! Viewpoint

What was Electronic Arts thinking of when it did this? Viewpoint may not be the greatest shoot 'em up ever, but it deserves better than this! All the thrills and spills of an alien invasion are shown by a bent logo and a few lasers. Complete and utter arse.



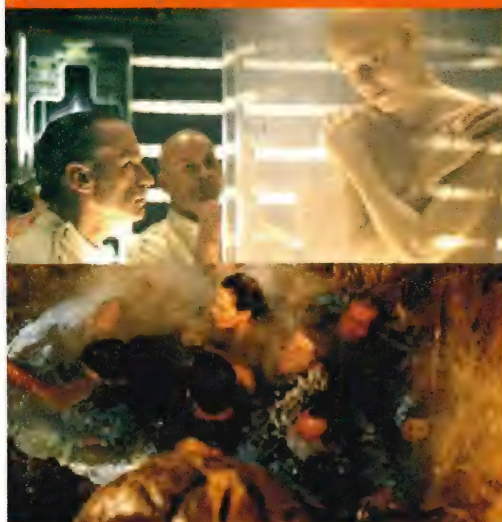


## Sites for Sore Eyes: The best Internet sites

### ALIEN RESURRECTION

<http://www.alien4.com/index4.html>

This is the film of the year! Updated weekly with new pics and things to download.



### CARLINGNET

<http://www.ta-carling.com/>

Pages dedicated to every Premier side. Updated daily with all team news and match details.



### BABE TEST

<http://babes.sci.kun.nl/>

15 women are laid before your eyes daily. Er, not literally, but it's up to you to guess who they are.



Um, that's Lara Flynn Boyle, Anna Nicole Smith and... dunno.

### THE SIMPSONS

<http://foxworld.com/simpsons/simpsons.htm>

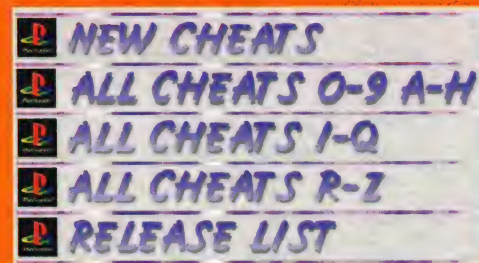
The best cartoon ever has an official web site. Full of pics and details of the furtively funny series.



### PLAYSTATION TIPS

<http://www.universal.nl/users/magic/sonypsx.htm>

Loads of cheats and info, all nicely set out and (surprise, surprise) updated regularly.



### Area 51 £44.99

Company GT ■ Players 1-2 ■ Special Light Gun

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

A bland shoot 'em up based on an arcade game.

52%

### Assault Rigs £44.99

Company Psychosis ■ Players 1-2

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

A nice idea, but just too simple and too easy for its own good.

51%

### Atari Collection £44.95

Company GT ■ Players 1-2

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

Golden-olde retro compilation. Ideal for old farts everywhere...

75%

### Ayrton Senna's Kart Duel £44.99

Company Philips ■ Players 1-2

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

Very grim and substandard racing game. Avoid at all costs.

32%

### Ballblazer Champions £44.99

Company Activision ■ Players 1-2

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

Very fast, very furious and fun: play futuristic footy with spaceships.

87%

### Battle Arena Toshinden 2 £49.99

Company Takara ■ Players 1-2

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

Great visuals, but doesn't make it with the gameplay.

71%

### Battle Stations £44.95

Company EA ■ Players 1-2

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

Okay, so this is a pretty concept, but the game itself is poorly done.

52%

### Batman Forever £44.99

Company Acclaim ■ Players 1-2

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

Total stinker. Beat 'em up boredom, even if you're a bonzo batfan.

28%

### Bedlam £44.99

Company GT ■ Players 1-2

Memory card ✓ Link-up ✗ Mouse ✓ Multitap ✗

Tactical blaster, and you do need that mouse to get the most out of it.

87%

### Big Hurt Baseball £44.99

Company Acclaim ■ Players 1-2

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

Basketball games. Great, eh? A good adaptation of a dull sport.

81%

### Black Dawn £44.99

Company Virgin ■ Players 1

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

This sequel to the explosive Agile Warrior is just as good.

56%

### Blast Chamber £44.99

Company Activision ■ Players 1-4

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

Anyone for a futuristic game of tag? No?

54%

### Blam! Machinehead £44.99

Company Core Design ■ Players 1

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

Hard to work out. But once you get into it, it's a gripping 3D blaster.

89%

### Blazing Dragons £44.99

Company BMG ■ Players 1

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

Graphic adventure. Good humoured, but too much like hard work.

87%

### Break Point £44.99

Company Ocean ■ Players 1-4

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

Inoffensive tennis game, but moves take some getting used to.

73%

### Broken Sword £44.99

Company SCEE ■ Players 1

Memory card ✓ Link-up ✗ Mouse ✓ Multitap ✗

Superb point and click adventure with a strong story atmosphere.

91%



### Burning Road £44.99

Company Funsoft ■ Players 1-2

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

The PlayStation's equivalent of Daytona USA. Good gameplay and looks.

88%

### Bubble Bobble Pack £44.95

Company Acclaim ■ Players 1-2

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

Dust down those tank tops, this is one of the best retro collections.

84%

### Bubble Bobble 2 £34.99

Company Virgin ■ Players 1-2

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

More levels, bosses, characters and better graphics. Diehard BB fans only...

74%

### Bust-a-Move 2 £19.99

Company Acclaim ■ Players 1-2

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

One of the cutest, most incredibly addictive puzzle games of all time.

92%



### Carnage Heart £34.99

Company SCEE ■ Players 1-2

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

Build some robots, then turn them loose to fight in this strategy game.

74%

### Caspar £44.95

Company Interplay ■ Players 1

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

Graphics are fine and dandy, but the gameplay's totally average.

62%

### Castlevania

Company Konami ■ Players 1

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

One of the largest and most fantastic games yet seen on the PlayStation.

91%



### Cheesy the Mouse £44.95

Company Ocean ■ Players 1

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

The awful main sprite hides some good platform action.

82%

### Chessmaster 3D £44.95

Company EA ■ Players 1-2

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

Rough, tough butt-kicking (only joking) chess sim.

87%

### City of The Lost Children £44.95

Company Psychosis ■ Players 1

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

Excellent graphics in this adventure game, but incredibly annoying.

58%

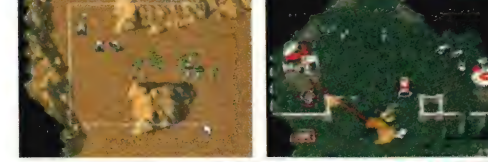
### Command and Conquer £44.99

Company Virgin ■ Players 1

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

Conquer the world in this fast-paced strategy game. A classic.

91%



### Contra: Legacy of War £44.95

Company Konami ■ Players 1-2 ■ Special 3D Glasses

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

3D Version of the classic shoot 'em up. Solid blasting action.

83%

### Cool Boarders £44.99

Company SCEE ■ Players 1

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

One player only, but this is still brilliant snowboarding fun.

91%



### Crash Bandicoot £44.99

Company SCEE ■ Players 1

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

A bit frustrating, but this is one of the best platformers around.

86%

### Criticom £44.99

Company Imagineer ■ Players 1-2

Memory card ✓ Link-up ✗ Mouse ✗ Multitap ✗

Great graphics, but this 3D beat 'em up still loses out to Tekken.

82%



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## Graphics

Top quality looks in all departments. The stadiums feel huge, the ice is pretty reflective and time has even been spent getting the ref right! Most impressive are the players which are solid, detailed and move realistically. Individual heights and weights are represented, equipment has logos and you can even see the player's names on their jerseys.



1 Philadelphia players get over-excited just after scoring 2 Comprehensive action-replay options allow almost any view of the game 3 Teams line up for the national anthem before play begins 4 Names can be spotted on jerseys, but how do you pronounce that one? 5 Surely a foul ref! 6 Skaters look good and chunky 7 Stadiums feel rather large and are equipped with plenty of spotlights 8 In the sin bin with you until you can play fair, boy

Extremely fast and damn playable, it's the best of the bunch. Only one niggle: sometimes the action moves so quickly it's tricky to work out what the hell's going on. Jon

**PlayStation**  
**RATED 89%**

■ OUT OCTOBER ■ BY OCEAN ■ COSTS £39.99 ■ PLAYERS 1-2  
■ COMPATIBILITIES JOYPAD, MEMORY CARD

# MEGAMAN BATTLE & CHASE

Cutesy cartoon characters go-karting. Say, it's wacky races!

PlayStation owners have been treated to futuristic, realistic and arcade-perfect racing games. Surely there's no ideas left? Wrong. Now you get cartoon go-karts to mess about with. But we can't see this craze catching on.

## What we don't like

### Selling the PlayStation short

Since MegaMan Battle & Chase rips off so many ideas from the N64 title Mario Kart, people are bound to compare the two. The PlayStation is a superb machine, capable of blinding games. But when you compare MegaMan Battle & Chase to Mario Kart 64 it makes Sony's system look shit. Not good.



■ MegaMan Battle & Chase (left) vs Mario Kart on the N64 (right)

## Gameplay

Nothing too tricky to grasp here. Race around eight tracks avoiding hazards and using speed-ups. Each course has champion characters (a woman driving a snow plough on the ice track, say) as well as its own theme. Beat the rest of pack to win super parts for your vehicle, then move on to the next race.

One disappointing aspect of the game is the wooden way cars handle. Racing games should be all about wrestling to keep control of your vehicle at high speeds. This is just a case of turning left or right.



■ The council should have gritted this road



■ Holy tires. Cars can drive over water



■ Red hatching slows your progress



■ Plenty of tunnels, but none are all that interesting



■ Two player mode severely restricts visibility



■ A tractor racer grabs a rock and chases the leader



■ OUT SEPTEMBER ■ BY EA SPORTS ■ COSTS £39.99 ■ PLAYERS 1-16  
■ COMPATIBILITIES JOYPAD

## MADDEN 98

For years there's only been one name worth mentioning when it comes to gridiron games. The Big Man is back!

Electronic Arts is warming up for the new NFL American footie season with an all-new entry in its classic John Madden series. All the players, teams, stadiums and tactics are right here. If gridiron's your bag, this is the one for you!

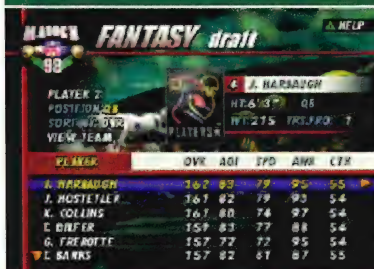
### Play Action

After choosing a suitable play, players line out and get ready for the quarterback to snap the ball. At this point you take direct control; on offense you either have to run with the ball or pass it. In defence you just have to find the man with the ball and jump on the geezah.

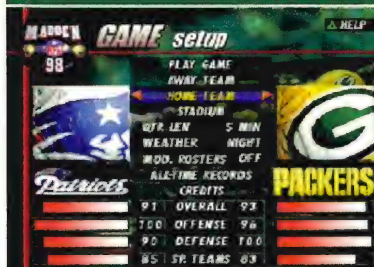
### What we like

#### Lots to choose

As time and games technology have progressed the Madden games have got bigger: like the man himself. New to this version is a team management bit letting you deal with pay talks and trading players. You can also create your own dream team by drafting in real-life NFL stars, then enter a league playoff with up to eight other players. Too much for the casual player to want to bother with, but for real fans of the sport it adds yet another element to an already challenge-packed game.



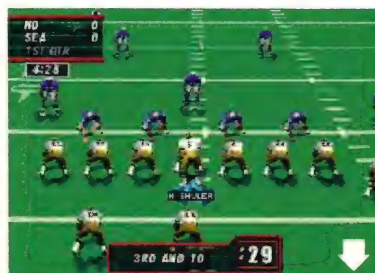
■ Buy players, pick teams, play indoors



■ If an option's missing you don't need it



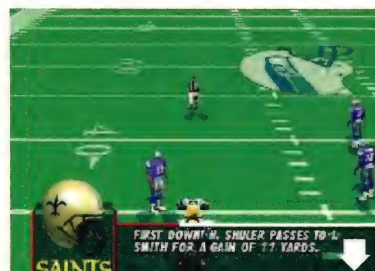
■ Choosing the right tactics is key: pick a passing play if you've got a lot of yards to make



■ Get ready for the snap!



■ The symbols show which buttons send the ball to which player. Helpful, eh?



■ Shuler catches it and makes 11 yards! First down! Does that mean he's scored or summat?

■ OUT NOW ON IMPORT ■ BY SCEE ■ COSTS IMPORT ■ PLAYERS 1  
■ COMPATIBILITIES JOYPAD, MEMORY CARD

## HERCULES

There's a new Disney film, so there's a new Disney game of it! Let the merchandising bandwagon roll!

Not enough decent platform games on the PlayStation? Then you'd better check out Hercules as he mixes it up with men, monsters and the Devil himself in order to save the day and get the bird. Aaahh.



### It was a time for heroes...

There's a few different gameplay styles knocking around Hercules' 10 levels. Three of them plump for the old side-scrolling platform you already know and love. These see our muscly hero having to run, jump and fight to get through to the end of each stage, but have the added bonus of allowing him to walk in and out of the screen making them a bit more fun than yer average platform romp.

Another three levels feature Herc running 'into' the screen and avoiding obstacles as well as doing some tricky jumps (since it can be hard to judge the distances at times). Then there are three boss levels with our tautly-torsoed friend battling the Hydra, Medusa and Hades. That leaves one more stage, where Hercules takes to the skies on his flying horse in a side-scrolling shoot 'em up. And if that isn't enough variety for you, then buy a bloomin' selection box.



1 Blimey you're ugly. Hercules scraps Medusa 2 Our hero takes to the skies 3 Yer everyday, average side-scrolling lark 4 Here's Herc running into the screen 5 Lots of tricky jumps... 6 ...and baddies



### What we like

#### Is it a game or a film?

Playing Hercules is like being in the film. Why? PlayStation genius is why. Thanks to its 32-bit technology, the cutscenes (that's the video clips in between levels) in Hercules are cartoon sections straight from the film itself. These not only look very cool, but add tons of atmosphere to the game itself.

In addition, the music and voice samples (from Danny DeVito as our hero's impish mentor) sound great, and add a lot to that true Disney feel.



Great graphics, gameplay and every imaginable option. You may not like the sport, but if there's a better American Football game on the PlayStation we'd like to see it. Paul

**PlayStation**  
**RATED 89%**



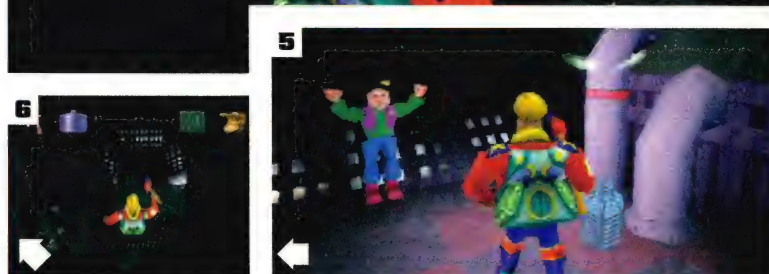
## Gameplay

Rosco's armed with a fire-axe and portable fire hose apparatus. When he enters a room menacing pink robots either move to attack him or head for a nearby pile of boxes to set them alight. Rosco's first priority is to stop the robot, by turning the hose on it long enough to fry its circuits. That done, it's time to put out the fires with similar hose-play.

Aside from the robots, your big problem is keeping your extinguisher tank topped up with water. There are refills hidden around the level, but if you squander them by letting fires restart you're dead. A thermometer at the top of the screen shows how hot the room is, and if the temperature hits the top of the gauge, that's it. Bomz! – the whole floor explodes and it's game over.



**1** Fire in the hold! Brave old Rosco starts on a cute little robot with his giant axe **2** With the robot smashed into its component parts Rosco can start on those flames. Go hose power! **3** What's this? There seems to be a whimpering from behind that locked door! **4** A store room is aflame, and someone's trapped in here! Time to act quickly **5** There she/he/it is. Get DIGIT to teleport them to safety even though a toasting might actually have improved those looks **6** Job done... Or is it? More cries for help lead Rosco to a hidden room **7** Another, ahem, pretty face saved from a trip to the burns unit! **8** That's it. Now hit the red fire alarm button to open up the exit. Onwards and upwards



## Levels

To liven up what is simply a procession from room to room doing basically the same thing, the designers have put in extra tasks you have to complete before you can escape. Each room has doors leading off it, some of which can be chopped down while others can only be opened by finding and smashing a switch box. Behind these doors are extra water supplies, reviving milk and cookies, and people who need rescuing. You'll also find stricken rescues hidden in secret ante-rooms or on elevated platforms which can only be reached by jumping on trampoline crates. This all constitutes a sort of weak puzzle element in the gameplay.



■ Where will the bouncy crates take you?



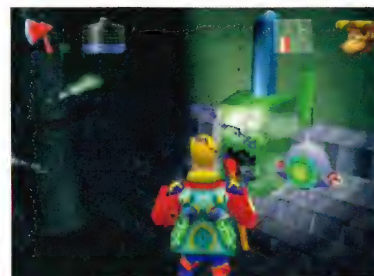
■ Elevated platforms: mind you don't fall off



■ Rosco meets his one and only fan. Yuk, yuk



■ Mmmm. Death-preventing milk and cookies



■ Smack the switch box and see what opens

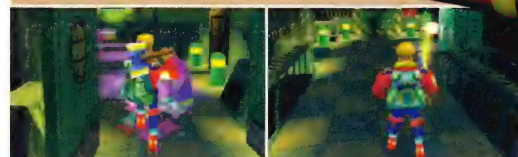
plus

## We'd like to say...

It's nice to see an original take on the 3D action stakes, but Rosco McQueen shows that originality doesn't always make for the best games. Though it's fairly entertaining, the tension and excitement is grounded by the naff camp humour (cybernetic housemaids, pink robots, stupid-looking hero with stupid hero's voice – this isn't a game you'd play in front of your mates) and the simple fact that putting fires out isn't as much fun as starting them. Anyone planning some kind of Safety First accident prevention game please take note.

## Weapons

As well as keeping your eyes open for bottles of water and health-replenishing food, you also have to watch out for upgrades for your fire-fighting gear. Pick up a box like the one pictured and you can acquire super-strength axes that cut down reinforced doors, turbo-powered hoses, water bombs or throwing axes for taking out robots at a distance. No rocket-propelled grenades, then.



■ CO2 Extinguisher: Puts out flames fast and freezes foes

■ Throwing Axe: Every home should have one



■ Water Bomb: Bid flames farewell with the water bomb!

■ Weapon Box and food: Keep an eye out for these



Unusual and reasonably good fun, but cartoony visuals, simplicity, camp humour and low-level excitement will probably suit younger

PlayStation **plus**

**RATED 78%**



## Missing In Action

KO '97 is short on the extra touches used to play up the atmosphere or turbo-charge the gameplay in other games. So no fancy graphics for taking corners, no special shots or tricks, and goodbye to one of the original Kick Off's best features, the free-ranging ball control, where the ball realistically bounced ahead of your player as he dribbled it, rather than sticking to his feet. If this had been kept in KO '97 would have had at least one gameplay feature to set it apart, but alas, no.



■ Bah! Balls stick to feet. Not like old days



■ Ooh. That's a neat effect. It's, like, the letters of 'GOAL', and they appear when you score

**plus**

### We'd like to say...

There's no denying Kick Off '97's excellent pedigree, but what does that count for these days? There are so many good football games struggling to out-do each other with new gameplay elements and flash presentation. Why would anyone want a low-frills entry with no outstanding features just because it's part of a series that faded away over four years ago?

## Training

Most football games seem to regard training modes as an afterthought, if they include them at all, but Kick Off '97's is quite extensive. Take and save penalties, hone your shooting and passing skills and practise taking corners and dribbling. Unfortunately, even this part of the game is frill-free, and once you're on the training ground you're left to your own devices. The game does set different challenges, but it's not always clear what they are. So it's questionable whether all this actually helps you in a real game.



■ He shoots! Penalty-taking at its finest here



■ An open goal – but beware the cone defence!

It takes more than this to bring yesterday's soccer classics up to speed. A lacklustre footy game that is outclassed by more up-to-date opposition. **Paul**

**PlayStation**  
**RATED 60%**

■ OUT SEPTEMBER ■ BY JVC ■ COSTS £44.99 ■ PLAYERS 1-2  
■ COMPATIBILITIES JOYPAD, ANALOGUE CONTROLLER, MEMORY CARD AND LINK CABLE

# WINGOVER

War's abolished! But mankind needs a new outlet for his aggression. Good-natured aerial combat seems to be the answer.

**Y**ou've got to wonder what Wingover's purpose is in life. It's not a flight sim, but it does rely on dogfights. You fight using planes, but it's also sort of a team sport. Let's just call it the bastard son of several bad ideas and leave it at that.

## Graphics

On the positive side you could say Wingover's aeroplanes are fairly accurate copies, and the game does feature some really charming sunsets. But on the other hand, the landscapes are bland, lacking detail and making it difficult to get excited about the rest of the game.



1 Nice sunset, shame about the game 2 Choose from a realistically copied variety of planes. 3 See ya sucka 4 Bandit at 12 o'clock

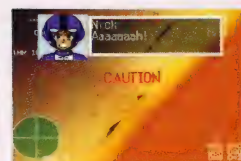


## Team Work

Picking the right set of team-mates is essential to winning tournaments. To begin with you're lucky enough to have a small boy, an old man and a giggly blonde on your side. Jimmy Hill would complete the picture rather nicely we think. However it is possible to hire fresh blood to take the pressure off you in combat. Trouble is, talent is never cheap.



■ Result? Not with these half wits on your side



■ Nick panics under pressure



■ Hire your pilots from Bob



■ OUT OCTOBER ■ BY VIRGIN ■ COSTS £44.99 ■ PLAYERS 1-2  
■ COMPATIBILITIES JOYPAD, MEMORY CARD

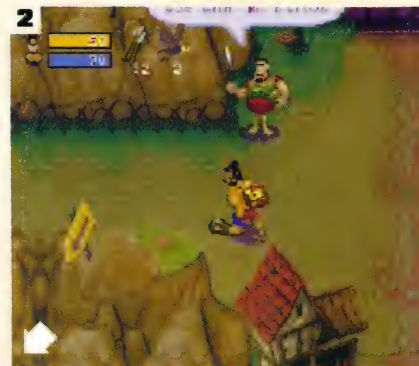
## HERC'S ADVENTURES

Old in style but big on playability and humour, Herc's Adventures comes crashing onto the PlayStation. It may not change the world but it'll make you smile.

It's all gone Pete Tong in ancient Greece. Uber evil bloke Hades has kidnapped Spring so everyone's up shit creek. On the chessboard of the Gods, up at Mount Olympus, just three heroes stand against the dark forces of the undead. Not good odds, but then one of them is Hercules...

### Puzzle

Aimed at a youngish audience, Herc's Adventures is never too taxing on the old bonce, and probably the trickiest task is finding your way around the less-than accurate map. Answers to puzzles often stare you right in the face, which may sound a bit too simple for some, but LucasArts has handled them well. In fact solving the problems is a bit like completing a Rubik's Cube by dismantling the sections: you don't have to be a brainbox to do it, you just need a bit of manual ability.



### What we like

#### Good ol' gameplay

Outdated and proud of it. Programmer LucasArts has really gone back to basics here. Herc's looks like one of those titles from the '80s when gameplay was more important than sexy graphics. As a result it plays like a dream and it's more challenging than walking a straight line when you're off your face.



■ Herc's Adventures looks tidy and features some nice touches, like water effects



■ Die and you have to try to escape from the depths of hell

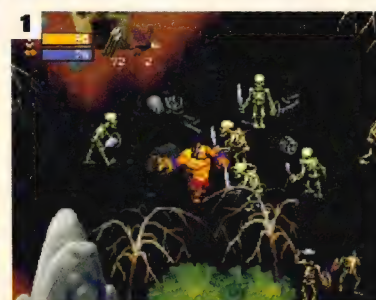


1 A locked door bars Herc's path 2 That sign with an arrow on must be a clue 3 Where the hell is this? Herc looks stuck again 4 A catapult. I wonder... 5 Herc jumps on the device and is rocketed skyward 6 So high in fact that he clears a cliff face 7 Our hero touches down in a secret area and discovers a golden key 8 The door can now be opened and it's on to the next trial



### Gameplay

It's simply non-stop. In Herc's Adventures you'll always find yourself with something to occupy your attention. Hacking hordes of dastardly skeletons, uncovering secret passages, running away from Cyclops, tracking down inflatable cows for the Gods, it's all in a day's work mate. Action is split into lots of little quests so goals are completed quickly and you never get a chance to be bored or frustrated. Small rewards, such as extra strength or a new weapon, drag you further into the game, but it's also the promise of discovering new lands and huge monsters that keeps you going.



1 Hordes of skeletons pop up from the ground in pretty bad moods 2 This huge hog is the first boss you'll encounter and it's no pushover 3 Herc's dad Zeus pops up to give some advice. Other Gods turn up later



## Two-player fun

This is too much merriment for one person to handle so, hey, Air Race has a two-player mode. The screen splits and you and a friend (or your mother, or whoever you normally play games with) can battle it out. Predictably things slow down a bit in this mode, but it's still good for a laugh.



1 Andrew as player one at the top, takes on Mike 2 Andrew speeds ahead, leaving the designer stuffed in his wake 3 'Can you do acrobatics?', asks Mike. 'You can spin it, like this.', replies Andrew 4 And smacks the bugger straight into a house

## Graphics

Oh dear. Yes, a good deal of imagination went into the course design and yes, they look OK. But the graphics suffer from yukky pop-up which means the scenery builds itself as you fly into it. There you are, flying along, when suddenly an unexpected cliff-face appears in front of you. Makes it tough, this does.



Elsewhere scenery is cool



This canyon is eyecandy

1 Just happily pottering along when out of nowhere 2 ...up pops some scenery which needs avoiding



Tracks are filled with advertising. Budweiser gets a good shout

# plus

## We'd like to say...

Remember when videogames were fun? The people behind Air Race do. The game has none of the sexy bits we've come to expect from our PlayStation fodder, but it's enjoyable to play. It doesn't pretend to be a real-life simulation, it doesn't blind you with science, it just says, 'look, I'm a videogame. Play me.' More fun games Mr Developer, please.

## Planes

You get a cool selection of planes to fly and as you'd expect, each one has its own characteristics. Some are speedy and some are easier to handle. Your Pitts bi-plane, say, potters along and is easy to control but your Geebee goes like shit off a shovel and is a pig to handle. Spookily, none are both very fast and very easy to handle. Hmm.



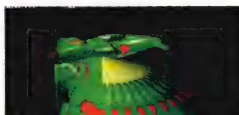
Lightning



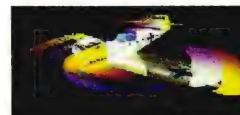
Mustang



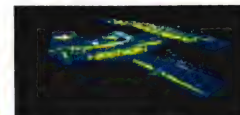
Thunderbolt



Sinden



Messerschmitt



Pitts



Spitfire



Geebee



Zero fighter

**Rent it** A real laugh to play, Air Race won't rock your world, and with no championship contest there's not a lot to it, but you'll enjoy it while it lasts. **Andrew**

**PlayStation**  
**RATED 76%**



## Boss Hog

After every few levels, a larger creature picks a fight with Croc. These 'Boss' creatures are Dante's favourite guards and are larger than the usual critters met during a level. Because of their size, each must be hit several times before they finally kick the bucket. The first takes the form of a bird who chases Croc around, while others include a boxing ladybird, and a huge frog living in an underwater cavern. Really. We don't make these things up



■ The Feeble more than lives up to his name. As Bosses go he's weaker than Italian lager



■ We love the Flibble boss. As he moves towards Croc he tries to punch him



■ The Feeble runs around trying to bite Croc, but gets puffed out after a few laps



■ Just stay out of range, and slash him with your tail when his guard drops



■ As he gets his breath back, use the bum bounce move to weaken him



■ They say never kick a man when he's down. Bollocks to that! Jump on the sod!

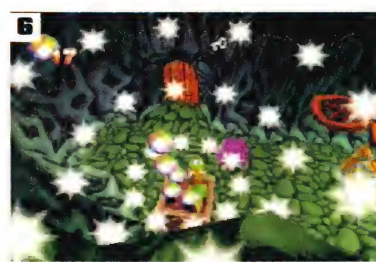
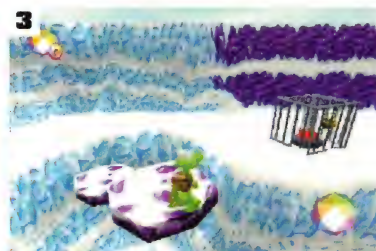
## Graphics

Everything about Croc is cute city. Every sprite looks as if it has walked out of a cartoon, and the levels are every bit as bright and jolly. Not bad, seeing everything in the game is deadlier than a trouserful of rattlesnakes.

The level designs are particularly cool, with loads of collapsing platforms and dark caverns full of narrow ledges and there are even trampolines made out of jelly (see, cute through and through).



1 Big worms live in caves hiding secret stages  
2 The arrows on that platform to the right mean it can be moved 3 The ice world floors are well slippery 4 Use the gong to exit the stage 5 Down boy! 6 Woah! Look at all those bonus points!



## Know who's Boss

Christ knows what the Croc programmers were on when they putting together the weird Bosses in Croc. Whatever it is, we'll have a tenner's worth. Everything from fish to cacti want a piece of Croc's arse, and are out to stop you from saving the Gobbo world. And if the weirdness of the Bosses doesn't get you, then their attacks bloody will! Don't say you haven't been warned...

### Baron Dante



Baron Dante is the evil git behind the takeover of the Gobbo world. He pops up throughout the game in the cut scenes, and can be seen using his magic to create the rest of the 'Bosses' seen below. He is the last obstacle between Croc saving the Gobbo world at the end of the game, but don't expect him to be a pushover. And, no, we ain't going to spoil the surprise by telling you how to kill him...

### NEPTUNA

A bloody great fish, basically. Armed with a huge trident he swims around poking Croc with it. Found in the middle of the third world and a bit feeble to be honest.

#### Kill Him!

Just after he's had a swipe with his trident, Neptuna leaves himself wide open to attack. When his arms are apart, swim in and swipe Croc's tail at him. He'll spin away...



### Demon Itsy



Lives on an ice rink, but this ain't no Torvil or Dean. Itsy skates around and is armed with two of the biggest fists this side of Mike Tyson. If you can't skate past him, he'll pummel you into a Croc steak!

#### Kill Him!

After he's tried to stomp or punch you, he stands still. Swing your tail at him. He splits into two smaller Itsies. Keep doing this. The ice gets very crowded so watch out!



### Cactus Jack

A real sod. A mixture of a cactus and the Tazmanian devil. He spits out loads of spikes, then spins around like a tornado.

#### Kill Him!

As with most bosses in the game, he can only be got when he's finished his attack. Jump over his spikes, keep out of his way while he's spinning, then knock him over with your tail while he's dizzy.

### Flibby



A ladybird with boxing gloves. Hmm. Lives in a giant boxing ring, and wants to KO anything that steps in the ring with him. A bit of a poncey boss, but good for a laugh.

#### Kill Him!

Considering Flibby wants to be a boxer, he's a tad unfit. As soon as he's finished trying to hit Croc, swing your tail to knock him on his arse. Now jump on his gut and use your bum attack on him! Three times, and he won't last the ten count!



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[Excerpt from - 'The Harry's Sounds Experience']

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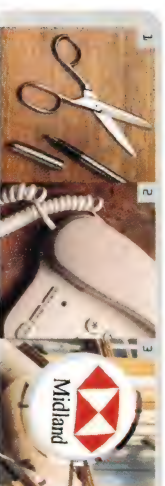
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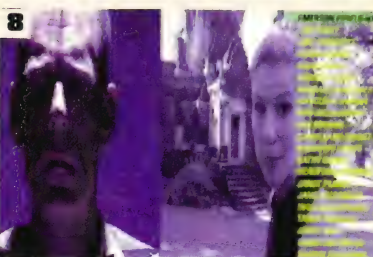
**plus**

## We'd like to say...

Shoot 'em ups for the PlayStation continually try out the latest 3D techniques, some with more success than others. Nuclear Strike chooses to stick with the same old format, content to touch up details. Doesn't sound too exciting and could have been a mistake, but it's so well handled you have to keep coming back for more.

## Cut Scenes

Plenty of the old folding stuff has been thrown at cut sequences that split up gameplay. Often a source of embarrassment in the games industry, footage shot for Nuclear Strike is actually so well produced it drags you kicking and screaming into the action. Spend too long playing and you could begin standing to attenshun like you've got a broom handle rammed up your rectum.



1 Video footage moves very smoothly... 2 and is presented with plenty of style 3 A drop of blood... 4 a touch of gore... 5 and the odd body help set the scene 6 News coverage from roving reporter Andrea Grey provides useful background information 7 Mission details come from computer data bases... 8 and field agents



■ OUT SEPTEMBER ■ BY JVC ■ COSTS £34.99 ■ PLAYERS 1-2  
■ COMPATIBILITIES JOYPAD, MEMORY CARD

# TETRIS PLUS

'Tetris?' 'No thanks, I've given up.'



**H**ead of Tetris? You should have done. It's the puzzle game old farty gamers go all misty-eyed over. And you can see why. From the moment you pick it up you're hooked. Soon you'll be playing it so much you'll be seeing blocks in your sleep. Then you'll stop sleeping in a bid to feed your addiction...

## Gameplay

Tetris Plus is so simple, it should have been called, er, Simple. The computer throws different shaped blocks at you and you must use them to make lines. A completed line falls off the screen but the incomplete ones stay there and build up. When they reach the top you're toast.



1 It's a puzzle, see 2 Complete the lines... 3 ...and clear your screens. Yes, it really is that simple

## Lots of games

Besides the usual one-player game with one guy and lots of shapes, there's a two-player tournament game. You also get a puzzle game and options mode to build up your own puzzles. Oh, and there's a professor in there somewhere as well (don't ask!). It's the two-player mode which has us staying late to play, and now none of our girlfriends will talk to us.



■ Here's the professor. Your mate's got one too

■ You have to mash his professor on the saws

**winner**

Top-notch graphics are combined with explosive and absorbing gameplay. Nuclear Strike is a quality rush from start to finish. **Jon**

**PlayStation**

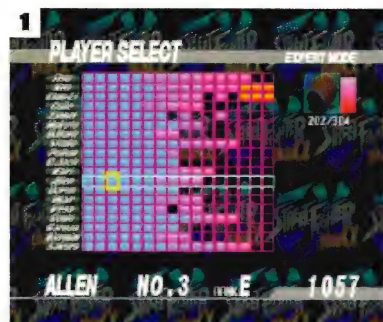
**RATED 91%**

Tetris old-timers will find parts of the game inferior to older versions, but there's gameplay galore here. Just don't come to us when you're a homeless Tetris junkie. **Andrew**

**PlayStation**

**RATED 82%**





## Hidden Fighters

Performing the correct order of attacking moves, throws, specials and combos in expert practice mode builds points. As these grow, extra characters are unlocked. Once you've completed all sections a bonus game is revealed.

**1** Expert practice mode is the key to unlocking hidden features **2** Several thumb blisters into practice you'll get four extra characters **3** Here's one of the secret fighters, Cycloid Beta. The rest you'll have to find yourself



■ Chop gear: Nuclear Strike handles like a dream

■ OUT OCTOBER ■ BY ELECTRONIC ARTS ■ COSTS £44.99 ■ PLAYERS 1  
■ COMPATIBILITIES JOYPAD, MEMORY CARD

# NUCLEAR STRIKE

Shoot 'em ups really don't get any more gripping than Nuclear Strike. Get ya choppas out, we're on a mission to save the planet.

**A**nyone who tells you the threat of thermo nuclear war is over is either a fool, an enemy, or both', your commander barks during briefing. A madman has captured warheads and set his sights on World War Three. Your mission: to cut a path through heavy armaments and neutralise the threat. Go out and make your country proud of you son.

## Vehicles

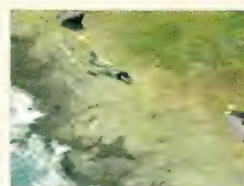
Up until now the popular Strike games only offered an Apache Gunship helicopter to mess about in. But Nuclear Strike, the fifth in the series, has 12 new craft to control. Programmer Electronic Arts could have wimped out and just chucked in a few different 'copters, but instead you get planes and even a hovercraft. Full marks.



■ Super Apache: efficient all-round killing machine



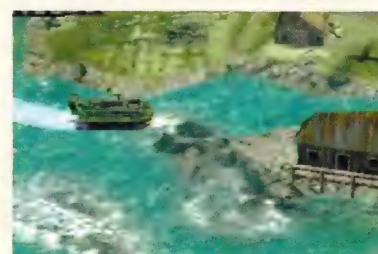
■ News Heli: crap but doesn't draw much flak from the enemy



■ Jump Jet: fast, agile and hard. Trouble is they're often hidden



■ Cobra: a better class of choppa... we don't want any old riff raff spoiling the neighbourhood



■ Hovercraft: imagine driving an F1 car across an ice rink - then try this



## We'd like to say...

Namco has had all the knock-out blows recently with monsters Tekken 2 and Soul Blade. Unquestionably classics, it's still frustrating to practise for hours on either title only to get annihilated by the random button presses of a complete novice. Thankfully Street Fighter Ex Plus Alpha's controls are more difficult to master so the better player almost always comes out on top.

## Throws

Some of Street Fighter Ex's best-looking moves are its throws. Most characters have two options in this department by getting up close then moving away and tapping the kick or punch buttons. If all goes well you'll grab hold of the other poor schmuck, manhandle them into an acceptable position and deliver a teeth-rattling blow.

Doing this doesn't dent the health bar much but it's worth the effort just to marvel at the complex nature of moves or cringe as knees, fists and heads slam into the tender regions of your opponent. That's gotta hurt.



■ Fit she may be, but Blair has a set of holding moves that bring tears to your eyes



■ C.Jack picks up his opponent, turns around and around and flings him across the screen



■ Princess Pullum favours back somersault kicks that look painful but do little damage



Scorching looks and extreme playability make this a must-buy, although in a head-to-head Tekken 2 may still come out on top on moves. Jon



**RATED 93%**



■ OUT NOW ■ BY VIRGIN ■ COSTS £34.99 ■ PLAYERS 1-4  
■ COMPATIBILITIES JOYPAD, MEMORY CARD, MULTITAP

## 4-4-2

Who's the w\*\*\*er in the black CD?

**F**ootball is the beautiful game. Slick passing by multi-million pound signings; the solid English strikers playing alongside the finest the Italian, French and German leagues have to offer. Yes indeed, football and football games are two of the best things in life, and Virgin is on hand with yet another PlayStation kickabout.

### Gameplay

4-4-2 is arse. No doubt about it. Everything is controlled using three buttons to pass, shoot and sprint. There are no fancy lobs, no diving headers or bicycle kicks. You just tackle, pass and shoot. A number of league and cup tournaments featuring international and home sides are also on offer.



■ The action replay system shows the goal from four angles

PLAYER 3 M. TEL AVIV			
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96. K. G. G. G.	DEF	GER	1.0
97. K. G. G. G.	DEF	GER	1.0
98. K. G. G. G.	DEF	GER	1.0
99. K. G. G. G.	DEF	GER	1.0
100. K. G. G. G.	DEF	GER	1.0

■ The world's greatest players await...

### Graphics

Small. Crap. Dreadful. Just three words which help sum up 4-4-2's graphics. The players look like they've been nicked from a Subbuteo™ set, and move around the pitch at stupidly fast speeds. They also manage to run along by barely moving their legs, and headers and volleys look identical because it's impossible to tell the difference between the two. Is this really the reason we all bought PlayStations?



■ Tackling is hit and miss to say the least

This is football in name only. An absolute disgrace of a game which plays as badly as it looks. One of the worst PlayStation games of all time. Avoid like a Roy Keane tackle. **Steve**

**PlayStation**  
**RATED 14%**

■ OUT OCTOBER ■ BY VIRGIN ■ COSTS £44.99 ■ PLAYERS 1-2  
■ COMPATIBILITIES JOYPAD, MEMORY CARD

## STREET FIGHTER EX PLUS ALPHA

One of the best fighting games ever moves into 3D and challenges the mighty Tekken 2 for top punch-up.

**N**othing topped Street Fighter when it first appeared in arcades. Since then most beat 'em ups have moved away from side-view 2D scraps, opting for flashy 3D looks that left the Capcom classic behind. But now the series is back, and it's looking meaner than ever.

### 1: New



### Graphics

Flat characters become solid fighters. All the stars are far more realistic and the moves believable. Ever wondered what a dragon punch really looked like? Now's your chance to find out. Shadows, lighting, textures and details make this sharp as a razor. Check out grab 3 from Street Fighter Alpha 2 to see the amazing 2D-into-3D transformation.

1 Gasp! At lighting effects 2 Gawp! At Chun-Li's realistic chest 3 Remark! On its improvement

### 2: New



### 3: Old



## What we like

### A New Set Of Clothes

A pukka member of the Street Fighter family but dressed up in glorious 3D. Using solid shapes rather than familiar cartoon-like figures could have spoiled this classic, but it hasn't. Capcom's kept essential ingredients from the original and come up with a gem. The only drawback is most characters can't dodge left and right, so it's really a 2D fighter in 3D clothes. Anyone who's played one of the previous instalments will soon get into the swing. Mastering new characters' moves should keep you coming back for more.



■ Street Fighter icons Ken and Ryu stand toe to toe again. A classic match-up



■ Dhalsim and Guile also make a comeback. Pulling off Dhalsim's snake-like move is tops



## Tracks

With only six tracks to rip along, this is not a game you'll be coming back to a couple of months down the line. Games like *Rage Racer* just about get away with a limited selection of circuits because there's so much to keep the eye busy. By comparison *Moto Racer* is weak, but the messed-up nature of off-road circuits does make up some ground. Rumour has it that there are also hidden tracks. We'll let you know how we get on...



**1** Speed Bay: pleasant seaside ride **2** Dirt Arena: stomach-churning jumps **3** Rock Forest: tight country roads **4** Great Wall: race around the Chinese wonder **5** West Way: feels like Texas **6** Lost Ruins: so named 'cos you don't see any

## Wheelies and Tricks

Pulling wheelies acts as a turbo boost and using it properly is essential if your sights are set on first place. You need care and judgment when yanking up the bars as the bike becomes almost impossible to steer. When going for an off-road jump hitting the wheelie button allows you to perform lunatic stunts, all in the name of looking hard.



■ Turbo boost wheelies...

■ ...often lead to disaster



■ ...no legs, no brains

**plus**

## We'd like to say...

In the arcades motorbike games are difficult to resist, but that's mainly because of the big seat of racer directly onto consoles has never really worked because the ingredients don't keep you hooked for hours on end. For that to happen someone's got to come up with a bike game including a series of tournaments and the option to buy and soup-up radical machines. We think we'll keep waiting.

## Views

Four viewpoints, three outside the bike and one right behind the bars, should suit just about everybody. When the whole bike's visible, *Moto Racer* is much easier to play, but nothing beats being tucked behind the screen of a road racer as it corners hard. Riding a dirt bike on close-up view is an unmissable experience as vicious terrain throws you about 'till the bile builds in the back of your throat.



**1** Outside views make *Moto Racer* easier to play **2** But this view causes more skiddies **3** Pull wheelies and the road disappears **4** Eating before the race is not advisable

## Two-Play

In two-player mode the action can be split vertically or horizontally. Yes, vision is slightly restricted, but the game still remains fiercely playable. No computer-controlled racers line up on the starting grid and the map is also removed, but these are minor quibbles because the game runs at the same speed as its one-player option.



■ Horizontal split



■ Vertical split

A bit untidy in places, *Moto Racer* still plays like an arcade beast full of mind-shattering speed and smart stunts. But bland tracks could shorten its lifespan. **Jon**

**PlayStation**  
**RATED 85%**



## Two-player swizz

Abe's Oddysee's two-player game is pretty much the lamest multiplayer option PlayStation has ever seen. Rather than having you and your mate working together to solve puzzles simultaneously and get Abe out of sticky situations, you simply take turns in playing the game. Arse. In fact, the only difference from the one player game is that you get to use two joypads. Arse again, we say...

► The two-player game, but only one Abe.  
A complete waste of time



■ OUT NOW ■ BY TOKA ■ COSTS £34.99 ■ PLAYERS 1-2  
■ COMPATIBILITIES JOYPAD, MEMORY CARD, LINK CABLE

# EXPLOSIVE RACING

The follow-up to Burning Road is even madder than its predecessor. Oh, nooooo!

So many driving games are going for realism these days, but not Explosive Racing. Here we have good old-fashioned knockabout comedy racing that doesn't take itself too seriously. And it is mega hard to take seriously...

## What we like

One of us! One of us!

Explosive Racing's got a freakshow look that we warmed to and took to our bosoms. The drivers, for example, are butt-ugly hideous, and they look even worse when they lose a race. Just as funny is the voiceover, the work of a Frenchman speaking English with a camp Yurropean accent. It's hard to resist taking the piss out of the way he says things like, 'Shoose ordomedic or menooal mode' when you select your gearbox. Har har! Oh, we're so cruel.



■ Then the wind changed direction... ■ ...and it stayed like this



■ Don't fancy yours much

## SKID MARKS

In Explosive Racing you're up against six other drivers in a series of multi-lap races around courses all over the world. Unlike some other PlayStation racers - ie. the good ones - Explosive Racing opts for a less realistic approach. The cars slide around the track like grannies on rollerskates and cornering is about 60% luck and 40% judgement.

As if things weren't tricky enough, there are also obstacles which reduce your speed and roadholding ability.



■ There we go again. Sliding off-course. Ho hum



■ SPANG! Each crash has your wheels a-wobblin'

## CAR WARS

Explosive Racing starts with a line-up of six vehicles. The choice ranges from cars to trucks to motorcycles, and programmers have used the usual trade-off between speed and roadholding for the differences. No car that's both fast and steady, then.

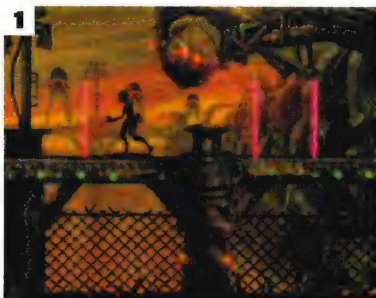
The game's bizarre driving physics makes the variation less marked than in, say, Rage Racer, but you're usually better off going for grip rather than speed. Like other PlayStation racers, Explosive Racing also has hidden cars which appear if you unexpectedly win a tournament. These start off with a couple of Mad Max-style warrior wagons, and culminate with the high-speed, high-grip cop car.



■ He may have a pudding bowl haircut and a comedy name. But just look at that mota...

## Abe's Odd World

Oddworld really is an odd world. Rupture Farms, where Abe kicks off his quest, is an industrial hell-hole of rusty steel and bloody remains. The forest is much calmer as Mudokons chant gently in the shadows of the towering firs. Scrabania is idyllic too, at least until the spike-toothed Scrabs come looking for fresh meat.



1 You really don't wanna hang around Rupture Farms, it's infested with Sligs 2 The forest; quiet, charming and pretty boring, really 3 Scrabania looks nice at first, then the flesh-eating aliens attack...

**winner**

Tough puzzles, cute aliens, lots of laughs, stacks of challenges... this has it all. It may not look much, but for once, don't be so damn shallow! Alex

**PlayStation**  
**RATED 91%**



■ **OUT** SEPTEMBER ■ **BY** GT INTERACTIVE ■ **COSTS** £44.99 ■ **PLAYERS** 1-2 ■ **COMPATIBILITIES** JOYPAD, MEMORY CARD  
 ■ **WE LOOK AT** GAMEPLAY, FRIENDS AND ENEMIES, GAME SPEAK, GRAPHICS, WALK THROUGH, TWO-PLAYER, AREAS

# ABE'S ODDYSEE

Forget bland blasters and yawnsome beat 'em ups, take an acid trip into Oddworld for a platform-cum-puzzler that'll blow your mind.

**A**lien Abe's a slave at Rupture Farms, Oddworld's biggest meat processing plant. At least he was, until the nasty Glukkon bosses decided he was dinner... Lead the great escape from this bloody slaughterhouse, then fulfil Abe's destiny as egg-headed saviour of the Mudokons by wading through 40 hours of puzzling heaven. Easy, huh?



## What we like

### Like a man possessed...

Psycho killers beware: Abe is a pacifist and rarely resorts to violence, so don't expect alien overkill or rivers of blood. However, the dome-headed hero can wreak havoc by using his cool possessing chant to spice things up a little...



■ By taking control of a nearby Slig, Abe can let rip with a machine gun. Yes!

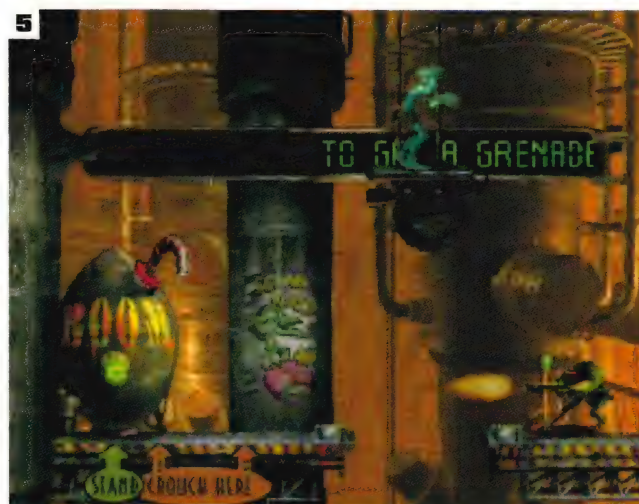
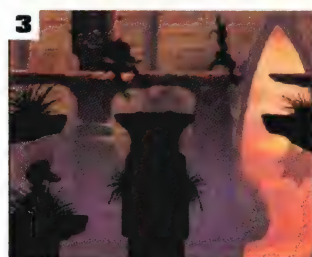


■ Sligs explode when Abe exits their bodies, spilling bone shards/guts across the screen.

## Controlling Abe

Abe's Oddysee is pretty much like any other flat, 2D platform game. Abe can run, jump, climb, and use background objects like lifts and levers. The slap-headed hero has more than his fair share of hidden tricks too. He can avoid angry Sligs by slipping into the background on some levels, or dodge bullets by hiding in the shadows out of sight.

There are also objects to pick up and use, like stones and grenades for solving puzzles or just blowing the crap out of the enemy. Hmm, maybe this isn't such a namby-pamby game after all...



1 Abe spends most of his time exploring the front bit of the screen... 2 ...although he can sneak into the background to slip past the gung-ho Sligs 3 Mastering the running jump is essential to avoid a body full of bullet holes 4 D'oh! The thick as pig-shit Slig doesn't spot Abe lurking in the shadows 5 You can run but you can't hide. Who cares? Just grenade the gits

## Friends and foes

Sligs, Slogs, Scrabs, slags... Oddworld is a far-out place infested with bizarre creatures, some friendly, others downright evil. Abe is clean out of wildlife guides though, so here's the lowdown on some of the faces egg-head encounters along the way.



### Slig

Tentacled alien beastie with cool red visor, awkward cybernetic legs and chunky machine gun.

#### Buddy or bast'?

Since when have gun-toting aliens been friendly?

### Slog

Fanged super-pooch bred for feasting. On ripe Mudokon meat.

#### Buddy or bast'?

Put it this way, his name ain't Fido.

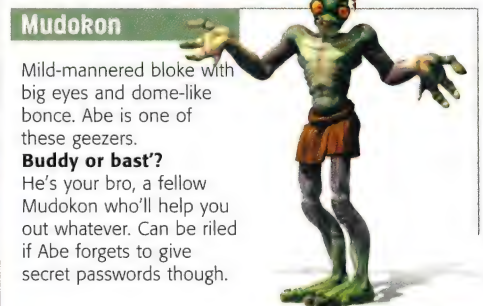


### Scrab

Scuttling killer creature with huge teeth, powerful jaws and huge razor-sharp talons.

#### Buddy or bast'?

Scrabs see Abe as lunch, not as a pal, so run from these scavengers.



### Mudokon

Mild-mannered bloke with big eyes and dome-like bounce. Abe is one of these geezers.

#### Buddy or bast'?

He's your bro, a fellow Mudokon who'll help you out whatever. Can be riled if Abe forgets to give secret passwords though.



### Paramite

Tiny insect nasty with grabbing fingers instead of a mouth.

#### Buddy or bast'?

This evil alien will suck you brains out so watch out, it's an enemy!

### Elum

Cute, flea-bitten riding beast able to jump massive gaps.

#### Buddy or Bast'?

Friendlier than a Jack Russell on heat.





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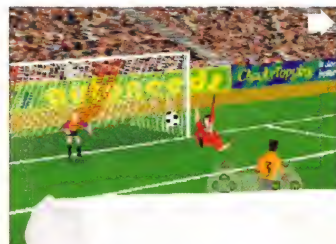
# THE MIX: Stuff you need to know

## 6. FANCY PLAY

**ISS Pro:** Not bad. There are back heels, the ball can be chested down, and there's a cool dribbling move where your player moves their legs around the ball to protect it. A lot of the shot buttons double up, with the long pass button also proving handy when you're lobbing the keeper.



**Soccer '97:** You use **L1** and **R1** shoulder buttons to flick back heels, and to knock the ball forward past defenders. The best trick, though, is the bicycle kick. Just lob the ball into the penalty area, and press the **△** to send a player up to welly it in. It doesn't always work, but it looks the biz. Use it to really mark your mates.



# GOAL!

ISS AND ITS JINKING RUNS GOES BACK IN FRONT  
**ISS PRO: 3 '97: 2**



## 7. THE REF

**ISS Pro:** He's fairly reliable on major fouls (so that's anything that makes the victim roll across the pitch in an Oscar performance), but often misses late tackles and blatant shoving off the ball. As far as the red and yellow cards go, ISS Pro's ref is a bit card-happy, handing out yellows like they're club flyers.

**Soccer '97:** Soccer '97 refs are totally predictable. You knock a bloke over from behind. That's fine. You use a sliding tackle from any direction and they go over. Instant carding. Soccer '97's ref is even more generous with his cards than Paul Daniels, making even the sneakiest of fouls a bookable offence.



# GOAL!

A CLOSE CALL, BUT ISS SNEAKS ANOTHER ONE IN  
**ISS PRO: 4 '97: 2**



## 8. ATMOSPHERE

**ISS Pro:** The crowd are hardly at fever pitch here! They often 'roar' whenever the ball nears the goal, but that's about it. And it's no good expecting the commentator to set the scene either, the in-game speech is dull and boring... you hear the same things over and over.



**Soccer '97:** Alan Green has to make up for the weak crowd effects, and does so by stating that even his grandmother could make better saves. Even more toss is his belter: "I bet they're not bosom buddies" after every foul.



# MISS!

NO SCORE: ARSE ON BOTH COUNTS  
**ISS PRO: 4 '97: 2**

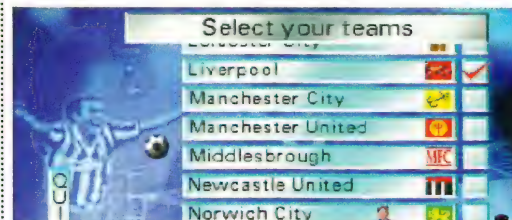


## 9. YOUR TEAMS

**ISS Pro:** An International line-up for ISS Pro. From the mighty Brazilians, through to the equally impressive Germany, Italian and Holland sides. On the other end of the scale, there's Japan, Russia, and Nigeria. England, by the way, are somewhere in the middle. Just beneath Sweden, France and Russia.



**Soccer '97:** The full monty of Premiership teams (and Middlesboro!) Every team from Man U to Coventry are available. Each team is ranked out of five stars, but Southampton fans can always bump theirs up.



# GOAL!

SOCCER '97 KEEPS HOME FANS HAPPY  
**ISS PRO: 4 '97: 3**







# Grudge Match

## ISS Pro vs Soccer '97

**O**kay, so maybe it seems like there are more footie games for the PlayStation than teams in the Scottish Leagues, but how many of them are actually any good? After all, for every bunched-up Superteam, there's often a shaggy dog story like Queen of the South in there as well...

Here's our inside line. When it comes down to it, forget the rest: for us, it's a straight choice between ISS Pro and Soccer '97. ISS Pro has motion-captured players. We liked it so much, we gave it 92% when we reviewed it, and said "If

there was a PlayStation Premiership of footie games, this would be Man Utd." That's meant to be a good thing. Soccer '97 is very simple, with passes, kicks and little else. However, it's so playable, we scored it at 90% and rated it "fast, mental and utterly brilliant."

They're both good games, but there's got to be a result: let's kick off the PlayStation grudge match.

**Grudge match: how it works** We take two footie games, and let them fight it out. We look at all the different aspects of the game (shots, speed, fancy malarkey and other stuff), and suss out how they compare with each other. The best game in each category scores a goal. The game that scores the most wins... just like the real thing. Oh, and extra time will not be added on, this ain't Man Utd competing y'know.

In our key, ISS Pro play in blue, Soccer '97 in red.



### 1. SPEED

**ISS Pro:** The players in ISS may not be the fastest in the world, but the game seems more realistic. Your normal dribbling pace is slower than a clapped-out Lada, but you have the **[B1]** button for an extra burst of speed when you need it. But... like the real thing, the faster your player runs, the less control they have over the ball.



**Soccer '97:** Faster than a whippet with a rocket up its jacksie, Soccer '97 is the fastest soccer game around. Your players leg it up and down the field at speeds even Linford Christie couldn't hack. It's a bit bobbins, not exactly like the real thing, and some of the crosses and long balls are hard to meet because of the rapid pace.



### 2. PASSING

**ISS Pro:** The ball is always passed to your nearest player, which is a bit annoying at times, and doesn't allow for that many defence-splitting attacks. Having said that, though, ISS Pro is the only footie game with a through ball move which sends a pass into the path of one of your front line. Eat your heart out Shearer!



**Soccer '97:** Watching the passes in Soccer '97 is like watching the ball on a pinball table. The passes shoot around all over the shop, always (and we mean always) landing at the feet of the nearest player. The animation is also a bit arse here, as the ball just sticks to the players, and no attempt is made to show them controlling it.



## GOAL!

EARLY LEAD FOR PRO  
ISS PRO: 1 '97: 0

## GOAL!

PRO'S NIFTY FOOTWORK WINS IT...  
ISS PRO: 2 '97: 0





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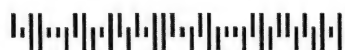
# PlayStation

plus

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Don't put anything in this envelope!

CUT ALONG THIS LINE ONLY









# International Superstar Soccer Pro



ISS Pro is the greatest soccer game around, but are you struggling to make the grade against the likes of Brazil and Germany? **PlayStation** teaches you the silky skills needed to make Shearer and Fowler look like a couple of Sunday leaguers.

## Hard and Low

The most reliable of all ways to score. Gets a bit dull after a while, but even Germany are suckered by it!

### Method: 1



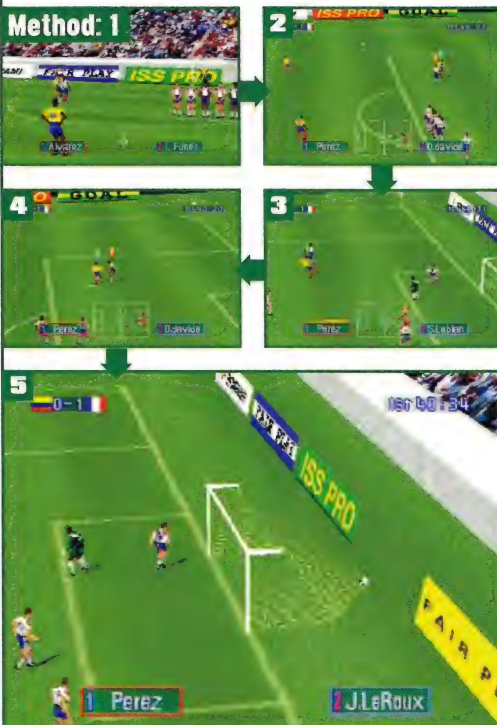
1 Pass the ball out to one of your wingers 2 Run with the ball along the touchline, using sprint **R1** to run past defenders 3 By now, a striker will run into space ahead of you. Use a through-ball to set him up **▲** 4 When control switches to the striker, run (not sprint) towards the goal. He'll move off his line 5 Tap the shot button **○** to slot the ball into the gap between the 'keeper and the near post. The boy's done good again

How often does it work? (9/10)

## Free Kick

This is the closest you'll get to a long distance thunderbolt in ISS Pro. It looks smart in the action replays too.

### Method: 1



1 When you step up for the kick scroll around to see where your players are 2 If there's one in the penalty area, lob the ball to him **○** and even if he's completely off-side the ref won't blow his whistle 3 Now just wait for the keeper to make his move and slot it home **○** 4 If the only player is just past the defensive wall, pass it to him **×** instead 5 Now just turn and run into the box with the ball until the 'keeper comes off his line. And shoot **○**!

How often does it work? (7/10)

## Slamming it in

Another goal hit from inside the penalty area, but at least this one's got a bit of power behind the shot!

### Method: 1



1 Pass the ball out to the wing **×** 2 As you get near the penalty area look for any attackers who are supporting your run 3 If there are any, pass it directly to them **×**, if not cut into the penalty area and towards the goal 4 Now head for the near post, and try to get inside the six-yard area 5 You should now have a really tight angle at goal, so shoot **○** and it will whizz past the 'keeper and into the top corner

How often does it work? (5/10)

**A Premiership goal? Although it hardly rivals Beckham's wonder kicks, it's still the best ISS has to offer. A bit of a Liverpool or Man Utd effort.**

## The Jinking Run

For some reason, defenders only barge you off the ball if you sprint at them or if they come at you from the side. If you keep twisting and turning, though, this little trick works beautifully.

### Method: 1



How often does it work? (5/10)



1 Pass the ball **×** to a player in midfield 2 Trot along with the ball as far as you can 3 If a defender comes close, turn back the way you came, and then just turn back again 4 Keep this going until you're in the penalty area 5 Wait until you have a clear shot at goal, and tonk one home **○**. Now sit back and look smugly at your beaten friend. Your ISS Pro powers are strong and nothing can stop you now...



# Instant Expert V-Rally

## Turn 5 Easy right into easy left

122kph is the magic number here, and it'll get you through the chicane and into the tunnel easily.



## Turn 19 Easy right

Release the accelerator for a couple of seconds to the corner under the archway at about 110kph.



## Turn 30 Easy right

Take this wide, cut the apex: take this nasty turn at the wrong angle, and your back end will spin out.



## FRENCH ALPS SS2



## FRENCH ALPS SS3



Easy, but very narrow. Take care, especially when you hit it after the lap 1 when you slow to about 150kph.



A gentle 80kph. Brake or turn too hard and you'll skid. Stay at the same speed for the next turn, a Hard Right.



Miss this turn and you'll be in the ditch, so 140kph is the speed you need.

## Turn 1 Easy right

## Turn 4 Hard left

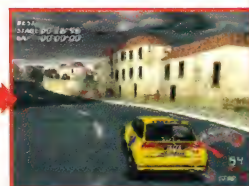
## Turn 10 Easy right



# Instant Expert V-Rally

## Turn 5 Medium left

Keep your foot down pretty much all the way from the start. But take this at 110kph, or eat crash barrier.



## Turn 6 Road split

Accelerate, stay on right hand side, head past pillar, nudge car right and you'll take the hidden easy left.



## Turn 18 Medium right

Go flat out all along the cliffside road, until you get to the second village and take this turn at 150kph.



At the end of the first straight, drop to 160kph and glide round this turn.

## Turn 1 Medium right



As you leave the town, this turn is before the tunnel. Slow to 110kph when the co-pilot says Medium Left.

## Turn 6 Medium left



Easy my arse. Slow down to 100kph as you hit this blind turn or suffer the consequences...

## Turn 14 Easy right



# Instant Expert V-Rally

## Turn 9 Hard right

As you hit the Easy left of 'Easy left into easy right' before this turn, slow to 80 or you won't make it.



## Turn 10 Easy left into easy right

Tame this chicane bitch by getting on the left side of the road to get through easily.



## Turn 19 Medium left

Your co-pilot shouts 'brake': beat him to it by slowing to 90kph as soon as he says Medium left.



**SPAIN SS2**



**SPAIN SS3**



This and the Hard left after aren't tricky on lap 1, but they'll be a pain on other laps, so slow to 80kph.



Sods! Both on rises: slow down on the rise, and take the Easy at 110kph, and the Medium after at 100kph.



Take it at 90-100kph. Or hit the crash barrier and look a prat, it's kind of up to you really.

## Turn 2 Hard left

## Turns 5 Easy into medium left

## Turn 8 Hard left



# Instant Expert V-Rally

## Turn 4 Easy right

Slow down to 110kph in order to take this turn, since the road narrows just to make it extra tricky.



## Turn 7 Easy right

Not as easy as you might think: take this sudden right at 120kph or less to get round in one piece.



## Turn 11 Easy left

At the end of a straight, you'll have to slow down just as you pass the slight rise to get round at 110kph.



As soon as red arrow comes up for this turn, start slowing down to 60kph to take the turn.



This turn comes suddenly, so get yourself ready at 100kph to glide round.



Take it tight on the inside at 90kph if you're feeling lucky, and 80kph if you're not.

## Turn 10 Hard right

## Turn 13 Medium left

## Turn 16 Hard left



# Instant Expert Tips to win

**We guarantee** that every move, tip, hint and cheat in these pages really works. We won't print anything we haven't played and checked for ourselves.

**Given the treatment this month...**

## p66 V-Rally



## p76 ISS Pro



## p78 Puzzle Fighter



**plus**

p66 V-Rally guide  
p76 Inside ISS Pro  
p79 Your Q & As  
p79 Moves, hints, tips  
p79 Dud cheats  
p80 Free Q&A envelope

# V-Rally Guide

V-Rally may be packed with the toughest tracks around, but we've beaten the hardest for you: the 2nd and 3rd round of each of the championship series. That means we can guide you around the deadliest corners so you power your way to victory!

PRICE	£44.99
COMPANY	OCEAN
REVIEWED	AUGUST 1997
SCORE	94%
VERDICT	A RACING MASTERPIECE



■ V-Rally features some truly awesome graphics, scenery, and 'you could be there' weather effects





◆ **Sophitia Alexandra**  
Blonde beauty caught skinny dipping at the beginning of Soul Blade.

**Distinguishing features**

Short skirt, green eyes and really bloody sharp sword.

**Would your mum like her?**

Only if the shield and daggers are left in the car.

**Spoken for?**

Give her a few years to calm down and she'll be down that aisle, wearing chrome spurs and chainmail wedding dress.

**Most likely to...**

Go bareback horse riding on her favourite stallion.

**Least likely to...**

Fall for chocolates or flowers. Try handcuffs and a whip instead.

# Cyber Babes

**PLAYSTATION IS BINARY BABE HEAVEN. WE CHECK OUT THE SEVEN CYBERCHICKS YOUR GIRLFRIEND WOULDN'T WANT YOU TO PLAY AROUND WITH...**

**P**layStation does cool. Sometimes that means gameplay, sometimes action, sometimes graphics... and sometimes just sheer attitude. If you find Mario's bint Princess Daisy sexy, you're one sick puppy... but we reckon you could *just about* get away with getting your scarts in a twist with some of these PlayStation lovely laydeez.



◆ **LARA CROFT**

Stacked heroine of Tomb Raider. Athletic, aggressive and cute as hell, Lara is the ideal women.

**Distinguishing features**

Sunglasses, tight PVC top, khaki keks and a fantastic pair of shooters.

**Would your mum like her?**

Yeah. She's polite, intelligent and well-mannered. She's also loaded.

**Spoken for?**

Bag this babe and you'd be sexually sorted for the rest of your days but let's face it, she ain't the settling-down type.

**Most likely to...**

Leap around the bedroom, popping caps in your dog's ass.

**Least likely to...**

Cook breakfast the Morning After. If there is a Morning After...



◆ **Nina Williams**

Tekken 2 ultravixen and sister of equally bimbotastic babe, Anna Williams.

**Distinguishing features**

Long legs and impressive cleavage. A cross between Sharon Stone and Baby Spice.

**Would your mum like her?**

Nina's not into skimpy shorts or peep-holes like other PlayStation lovelies, so the old dear will definitely take a shine to her.

**Spoken for?**

This purr-fect sex kitten would make the perfect bread knife, but she'll need taming first.

**Most likely to...**

Find her in some seedy bar, casually flicking her blonde locks and puffing on a Senior Service fag or two.

**Least likely to...**

Sit in a poncey wine bar, sipping mineral water and chatting to friends about the benefits of natural childbirth.



◆ **Reiko Nagase**

Super-cute Japanese teenager who stands on the starting grid in Ridge Racer.

**Distinguishing features**

Cropped hair, micro skirt and a body fitter than Linford Christie.

**Would your mum like her?**

Wearing skirts like that, your old man has probably booked the church already.

**Spoken for?**

According to Namco she likes shopping, making soufflé and taking Ricky the dog for walks. Sorted!

**Most likely to...**

Complain about your tiny gear stick.

**Least likely to...**

Scream "Start your engine and let's get it on" in the throws of passion. Hope your room's soundproof...



# The Works: F1 97 Played to death!

## Views

Stacks of views can make driving an F1 car harder or easier depending on which one you choose. Zoom out of the action and you've got loadsa time to react to up-coming corners, but get down into the cockpit and there's hardly any warning whatsoever. Want our advice? Start from way back, then get in close as you improve.

### 1 BONNET



### 2 COCKPIT



### 3 NOSE CONE



### 4 CHASE CAR



### 5 REAR WING



### 6 CHOPPER CAM



1 Seat-of-yer-pants racing that'll make you chunder 2 Want realism? Climb inside the cockpit then 3 From this view you can see the tyres turn and brake discs glow. Nifty 4 Can't see much of the track 'cos some bleedin' great car's in the way 5 Best for novice drivers 6 Blimey, I'll need binoculars to see the car from here!

## Weather

Racing in the rain is well hard, even if you changed your tyres from slicks to wets. What's worse, as the rain gets harder the tracks get even more slippery so you'll have to switch over to monsoon tyres. For an easy life, rig it so the sun's out then the tarmac is dry as a bone.

### 1



1 Driving in the blazing sun is a cinch. Well, almost... 2 When the rain comes, visibility drops and the track gets slippery 3 Torrential rain is a nightmare. You can't see and tyres have no grip

### 2



### 3



## Commentary

Murray Walker is the voice of Grand Prix. So it's pretty cool he does the in-game commentary for Formula 1 97 then. Yup, Walker whines as you motor through the GP mode, occasionally joined by Martin Brundle who kicks into action when you pull into the pits. While Brundle says bugger all, Murray holds it together by talking non-stop for the whole race. It works well (but not for an entire 70 lap race) and you can use it to practise your Murray impressions.



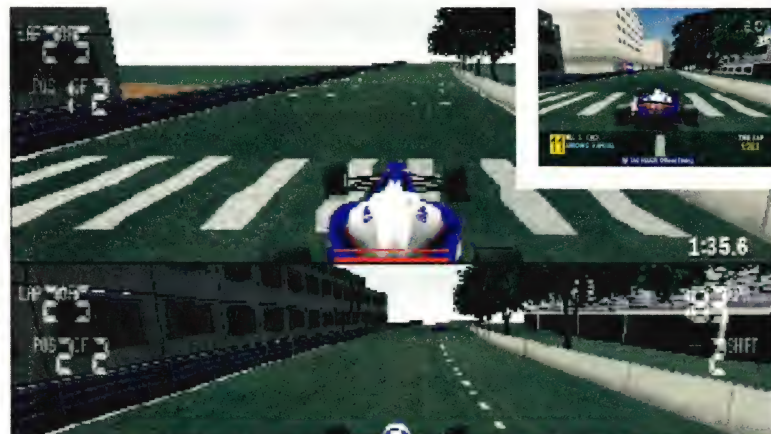
'I do believe he's spun the car!' yells the excitable Murray Walker



'You're right there Murray,' replies king of charisma Martin Brundle

## Two-player toss

Formula 1 97's two-player game is cack. You can only race head-to-head against another player, without any computer controlled cars. This makes it dull beyond belief, and unless both players are pretty much evenly matched you won't see each other apart from at the start. The circuits look grim too, and have little trackside detail compared to the one-player game.



■ Compared to the one-player game, there's hardly any background detail at all



■ You'll see each other at the start of the race...

■ But after a few laps you'll be on your own

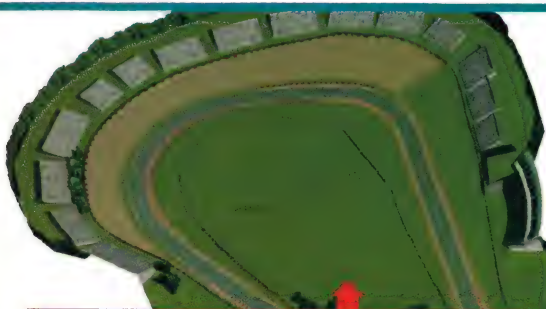
A smart racer that would have been brilliant if it wasn't for the tossy pop-up and shite two-player game. Good as it stands, but it could have been better. Alex

PlayStation plus

RATED 89%



# The Works: F1 97 Played to death!



Gentle curve so don't bother with the brakes  
What gear? 6th  
How fast? Just floor it, all right?

**Right-hander**



Nasty 180° bend that's easy to overshoot  
What gear? 2nd  
How fast? 45mph

**Hairpin**



Another bastard left-hand corner. Cut your speed and hammer the brakes, then back on the gas for the exit  
What gear? 3rd  
How fast? 105mph

**Spoon Curve**



## Corner by corner How to master Suzuka

Suzuka's the next track in the Formula 1 season, on October 5th. That gives you about a week to get those practice laps in and find out if you're good enough to beat the real thing. See if you can get 'round faster than Hill in his Arrows, or if you're really sad set the race for full length and start at the same time as the telly coverage begins. Alternatively, go get a life.



It's very long and it's incredibly straight, obviously  
What gear? 6th  
How fast? So fast it makes your eyes bleed

**Long Straight**



Quick right-hand corner with fast approach  
What gear? 4th  
How fast? 125mph

**Degner Curve**

## Circuits

All 18 circuits from the F1 racing season are in the game. Each has been modelled on the real thing so all players get to check out the infamous hotspots from the Monte Carlo chicane to the wicked right-angle corners at Melbourne. The level of detail is incredible, with all the grandstands in their right places and even the advertising hoardings situated at the correct points around the circuits. Pretty amazing, huh?



1 New circuits Melbourne and the A-1 Ring are both in the game 2 Monaco features the remodelled swimming pool complex bends 3 Even Estoril is here and it ain't even in the season... 4 ...it's been replaced by Jerez, which has also been included 5 Silverstone has the new corner

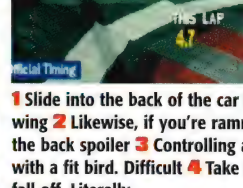
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## We'd like to say...

It'd be easy to dismiss Formula 1 97 as a cruddy revamp of the original Formula 1 with new statistics. That's bollocks. Yeah, F1 97's graphics are hi-res which means they're sharper than before, and it moves a lot faster too. There's no link-up option like the original and the pop-up is Godawful on some tracks, but it's still tons better than Formula 1. If you got the first one though, it's probably only worth buying this if you're well into the real thing. Otherwise, check it out on rental first.

## Damage

These billion dollar babies are delicate so don't go smashing into other cars. One knock and the front wing could go flying. Crash into the barriers and it could be far worse, as wheels are ripped from axles and the car grinds to a halt. Even the F1 mechanics can't repair damage like that.



1 Slide into the back of the car in front and you'll lose the front wing 2 Likewise, if you're rammed from behind, say goodbye to the back spoiler 3 Controlling a damaged car is like copping off with a fit bird. Difficult 4 Take too many hits and your wheels will fall off. Literally



# The Works: F1 97 Played to death!

■ The new silver McLaren is just one of the new motas to try out in the game. You can even climb inside Damon Hill's sweat-stained jump suit and test out the Arrows. Hmm, maybe not...

'High-resolution graphics means it is crisper than most racers'

## Cars and drivers



**Constructor:** Jordan  
**Drivers:** Ralf Schumacher and Giancarlo Fisichella  
**Any good?** Cool all-rounder that's a bit difficult to throw 'round tight corners



**Constructor:** Stewart Ford  
**Drivers:** Rubens Barrichello and Jan Magnussen  
**Any good?** Useless at hairpins but really shifts down those drawn-out straights



**Constructor:** Arrows  
**Drivers:** Damon Hill and Pedro Diniz  
**Any good?** It's a bit slow but hey, otherwise this motor is an absolute monster



**Constructor:** McLaren  
**Drivers:** Mika Hakkinen and David Coulthard  
**Any good?** If speed's your thang, climb inside this scorcher and floor it



**Constructor:** Williams  
**Drivers:** Heinzharold Frentzen and Driver One  
**Any good?** Considered the best in real life, downright average in this game



**Constructor:** Tyrrell  
**Drivers:** Jos Verstappen and Mika Salo  
**Any good?** Made for Sunday drivers 'cos the brakes are the best. Yawn



# The Works: F1 97 Played to death!

## What we like

### Powersliding

This is great. Steam into a tight bend, then overtake loads of other cars by gently nudging the brakes and powersliding 'round the inside. You can only do this in arcade mode and it takes some practice, but it'll get you to the front of the pack, no probs. Watch out for hairpins though, they're a lot tougher.



■ C'mon, don't be a pansy lightweight, floor it into a tight corner



■ ...then hammer the brake to powerslide 'round with ease. Smart, huh?

## Arcade

If you can't be arsed with all the technical guff that goes with Grand Prix racing, nip into the arcade mode. It's perfect for a quick laugh 'cos players just pick a car, choose a circuit then get down to some serious rubber burning. The tracks are separated by difficulty and must be tackled in turn, finishing in the top six to progress to the next. The simplified controls make this a helluva lot easier, especially using the powerslide to burn around hairpins and barge past the other Sunday driver saps.



■ There aren't stacks of menu screens in the arcade mode...



■ Cars don't suffer damage and the realism is virtually non-existent

## Realism

Formula 1 97 is about as close to the real thing you'll get without bricking it round Hockenheim at 180mph. In Grand Prix mode the cars handle realistically, spinning out if you stray onto the gravel or choose the wrong tyres for the track surface. You can even play around with the inner gubbins of the motor, bugging about with anything from the downforce of the front and rear wings to the hardness of the suspension. Check out the visor tear-offs too, which get messed up as the race drags on. Smart stuff.



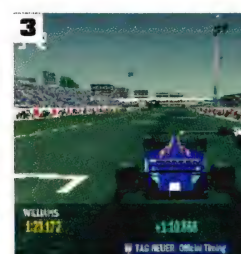
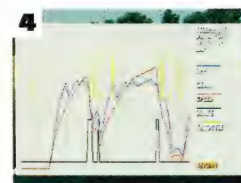
■ Michael Schumacher's helmet: it's big, hard and gets a bit sweaty after a long session. It also pokes out during races.



1 Anyone know what mucking around with the brake bias does? Didn't think so 2 Soft compound tyres are better for twisty circuits like Monaco. So there 3 When the helmet visor gets dirty, yank the tear-off for clear vision. Cool

## Grand Prix

Expert racers sign up here. The Grand Prix option gives you the whole Formula 1 experience. It can be as easy or realistic as you want, and ranges from a single race on any of the tracks to a complete championship. There are shitloads of options to wade through, as well as brake ratios to consider, telemetry graphs to examine and suspension dampeners to tweak. But the hardest choice of all is which driver to pick: do you choose a no-hoper like Panis and take him to the top, or play safe with Schumacher? We never said F1 racing was easy...



1 In GP mode, just getting through the menu screens takes ages 2 Unlike the arcade game, the tracks can be tackled in any order 3 Qualifying is essential for gaining a position on the grid in the Grand Prix 4 The technical-sounding telemetry graph, or complete gibberish to us non-F1 freaks







**THE MIX: Stuff you need to know**

# SCREEN TEST

Totally loaded with loot or strapped for cash? Doesn't matter. We tell you which TVs are best for your PlayStation and your pocket.



TOSHIBA

## BEST VALUE FOR MONEY

**best  
buy**

**Toshiba 28730B**  
**£629.99**

**It's good** You can't get a bigger screen for yer green than this baby. It's well-endowed at 28 inches, and offers a picture that's as crisp and colourful as a packet of Golden Wonder. The Nicam sound is reasonably good, blaring from two speakers on either side of the screen, which will beef up a game of Doom no end. Since there's a front A/V socket and

two Scart ports it's dead easy to plug in your PlayStation. Hey, you can even stash ya 'Station in the bottom cabinet when it's not in use.

**But...** The Nicam's not quite as good as Dolby Pro-logic, but for the cash you won't get any better than this.

**Techy bit** 28 inch screen, Nicam Stereo, Fastext, two Scart sockets.

Call 01276 62222 for more info.



# LATER

Coming up next month in PlayStation **plus**

FIRST  
UK  
REVIEW



## WHY THIS IS THE GREATEST GAME OF THE MILLENNIUM!

Final Fantasy VII isn't just a game, it's an epic. No other game looks as good, no other game will last as long. Ask yourself: are you ready for perfection?

### **plus** INSTANT EXPERT

F1 97. Having trouble hacking it with Hakkinen? Is your Damon over the Hill? Every track, every trick!



We'll take you through every track



...and show you how to corner



...to win the F1 championship

### **plus** TIME CRISIS: TOTALLY ESSENTIAL 8 PAGE REVIEW

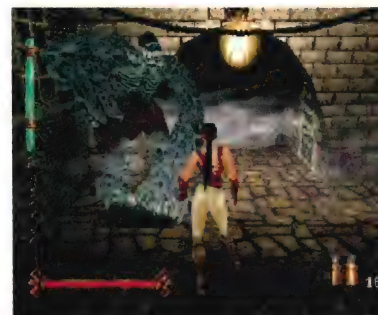
Namco's bulletfest comes with a lightgun for max mayhem. Get armed, get dangerous, get the full monty



### **plus** SCUM!

Mix it with the hardest games on the PlayStation  
**Grudge Match:**

Tekken 2 vs Soul Blade vs Street Fighter EX  
**Come and 'ave a go if you think you're 'ard enough!**  
Fighting Force, G-Police, Nightmare Creatures,  
Dynasty Warriors, Versus, Resident Evil 2, Marvel  
Superheroes, Mortal Kombat 4...



### **plus** RATED

G-Police Colony Wars Rapid Racer Actua Soccer 2  
Karushi Test Drive 4 FIFA 98: Road to the World Cup  
Powerplay Hockey 98 **Plus loads more games FIRST**

**PlayStation** **plus** Do yourself a favour... Buy it 24 October



Stop press! Hot stuff we've managed to squeeze in just before the mag hits the shelves.

## Get Protected!

**S**pectraVideo's gunning for Namco when it releases the Protector at the end of September. Rather than forking out a wad of cash for a lightgun, you'll be able to pick this up for just £14.99.

For the cash you get a lightweight pistol that's pretty accurate, and it's crammed with options like rapid fire

and auto-reload, so you don't have to fire off screen for extra bullets. SpectraVideo is also considering making it usable with Time Crisis and Point Blank by adding an extra lead to plug in the back of the PlayStation. We'll let you know if they make it happen.



■ This is the Protector gun. Just marvel at its, er, yellow

## Spice Girls signed by Sony

**G**et ready for Girl Power on PlayStation. Yep, Sony has snatched the rights to do a Spice Girls game, called Spice World, which will feature video footage and full music tracks from the best-selling album, Spice. You can also flick through interviews with your favourite girl, or test your shoe-shufflin' skills in the 'create your own dance routine' section. Spice World will be released before Christmas and will cost around £20. It's a great stocking filler for the gurlies then.



■ So which one's your favourite? We like Up Fer It Spice (not pictured)

## Bubble Bobble 2

**O**kay, so it scored 74% a couple months back and yeah, it was really av-er-age. So it's no surprise Virgin has binned Bubble Bobble 2.

It was originally supposed to hit the shelves last year, but various development problems (those programmers huh? They just don't care) kept putting it back. Oddly Virgin sent us a



review copy months ago, which is how it scored 74%, but then Sony refused to pass a game that looked so dated. Weird, especially as 4-4-2 got through.



## Per4Mer Vibrating Wheel

**U**ltimate Per4Mer Plus is the first PlayStation steering wheel to vibrate. Whenever you skid or ram another car, the wheel wobbles to simulate the smash. It is also fully-programmable (so it's usable with loadsa racing games), and has rubber grips. Pedals are also packaged and it hits the shelves in the next few weeks. The price hasn't been decided, but we reckon it'll cost around £75.

■ Ultimate Per4Mer Plus: Good vibrations



■ So that's what it's like in the commentary box at Wembley with Trev and Bazza

## Release Dates

Want to know what's coming out and when? Here you are then, a complete list of release dates for PlayStation games. Expect some to slip, but we'll keep you posted when this happens.

Agent Armstrong	Virgin	19th September
Abe's Oddysee	GT	19th September
Monster Truck	Psygnosis	19th September
Madden 98	EA	19th September
International Track and Field	Platinum	19th September
Tetris	JVC	19th September

Broken Helix	Konami	28th September
Bust A Move 3	Acclaim	28th September
Formula 1 97	Psygnosis	28th September
Lethal Enforcers 1 & 2	Konami	28th September
Parappa the Rapper	SCEE	28th September

Atari Greatest Hits	GT	30th September
NBA Hang Time	GT	30th September
NHL Open Ice	GT	30th September

Croc	Fox	3rd October
PGA Tour 98	EA	3rd October
Nuclear Strike	EA	3rd October
Ridge Racer Revolution	Platinum	3rd October
Rosco McQueen	SCEE	3rd October

Actua Tennis	Gremlin	10th October
Clay Fighter Extreme	Interplay	10th October
Hardball 6	EA	10th October
Premier Manager 98	Gremlin	10th October
Rapid Racer	SCEE	10th October
Street Fighter EX Plus Alpha	Virgin	10th October

Actua Soccer 2	Gremlin	17th October
Battle Arena Toshinden 3	SCEE	17th October
K-1 Arena Fighters	THQ	17th October
Match Day 3	Ocean	17th October
Monopoly	Hasbro	17th October
FIFA: Road to World Cup	EA	17th October
Fighting Force	Core	17th October
Motor Mash	Ocean	17th October
Resident Evil: Director's Cut	Virgin	17th October
Supersonic Racers 2XS	Mindscape	17th October
Total Drivin'	Ocean	17th October

Castlevania	Konami	24th October
G-Police	Psygnosis	24th October
Jersey Devil	Ocean	24th October
MDK	Interplay	24th October
Moto Racer	EA	24th October
Overboard!	Psygnosis	24th October

Hercules	SCEE	31st October
Namco Museum Vol. 5	SCEE	31st October
NASCAR 98	EA	31st October
Nightmare Creatures	SCEE	31st October
Steel Reign	SCEE	31st October
WCW Vs The World	THQ	31st October



■ Resident Evil Director's Cut ■ Moto Racer

Data supplied by HMV. **HMV** topdogfor games

## plus Recommends

Cool games you may have missed

### V-RALLY

Scored 94%, issue 23

Top off-road racer that's stacked with tracks. There's loadsa cars too, so whaddya waitin' for? Go get it!

### ABE'S ODDYSEE

Scored 91%, this issue

Bizarre adventure/arcade mix that'll fry your brains. It'll take ages to finish it and you'll laugh like hell all the way through.

### INTERNATIONAL TRACK & FIELD

Scored 93%, issue 10

Finger-blistering olympics game that's just gone Platinum. A great multiplayer romp that'll wreck your joypads.

## Davies and Brooking Booked

**G**remlin has signed up footie guru Trevor Brooking to provide the commentary on Actua Soccer 2. He'll be joining balding buddy Barry Davies, who returns to the mic after doing voiceovers for the first Actua Soccer. Both Trev and Bazza will give running commentary for the game, bickering with each other and arguing over the mic. Hopefully. But while this doesn't really affect the way the game plays, at least it's a good laugh to listen to. Find out more when we review Actua Soccer 2 next month.



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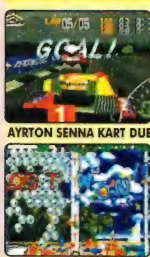
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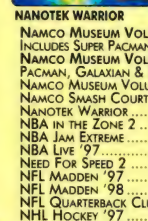
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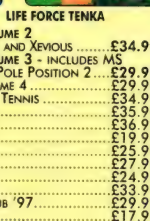


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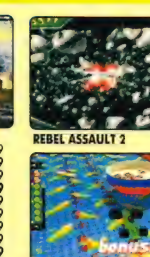


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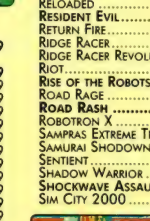


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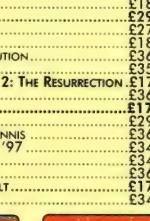


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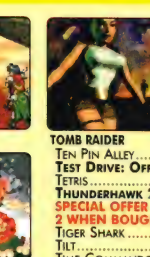


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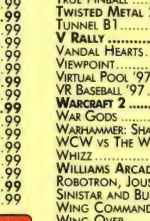


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WIPEOUT 2097	£38.99
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■ OUT IMPORT ■ BY THQ ■ PLAYERS 1-2  
■ COMPATIBILITIES MEMORY CARD, JOYPAD, LINK-UP

## Armoured Core



■ Mean droid. Mean breath

**KER-UNCH!** It's Rampaging robots. With guns.

**A**rmoured Core is exactly the sort of high-tech shoot 'em up that just shouts cool. That's cool in a kinda Japanese Manga way, you understand. You control a state of the art android and go on a right old killing spree across a variety of areas.

### Droids 'R' Us

Completing the game's missions means cash in the bank and when the wonga's ready, you go to the 'bot shop to customise your metallic killing machine.

Fancy a new head, sir? It's all there at the right price and you can even paint your pet android a different colour. Then, of course, there's a variety of awesome weaponry to buy.

The whole thing is wrapped up with some seriously bangin' techno tunes, and sound effects and graphics complete the ultra-tech feel. See, we told you it was cool.

● *Armoured Core is out now on import and we're touching combat exo-skeleton in the hope its PAL release follows shortly.*



■ Travel's made easier thanks to a handy jet pack. Hardly used. One careful lady owner...



■ Use lock-on missiles for long-distance killing

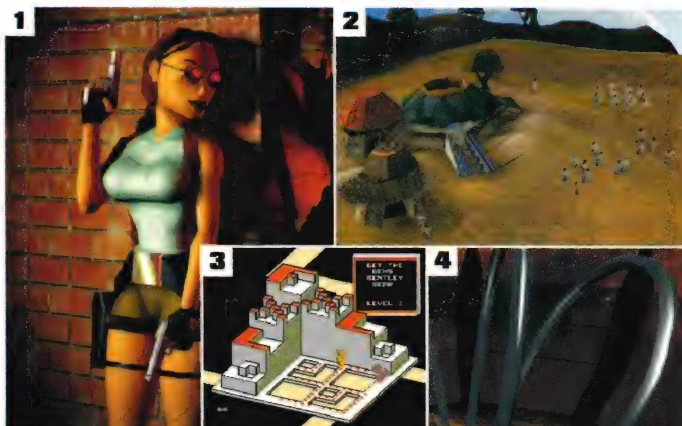


■ Smack my bot up: use lazer sword up close

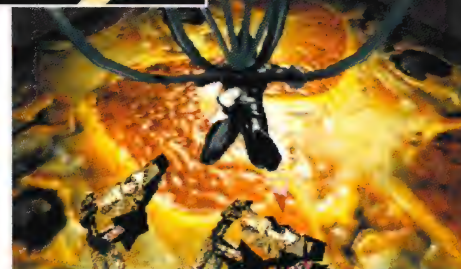


■ Hey, just when you thought you'd killed everything, up pops another droid to frag

## Gossip



**1** Tomb Raider 3: will Lara Croft be going grey? She could be too big for the PlayStation **2** Populous 3: time to play God **3** Crystal Castles: one of the old but gold titles on the Atari collection **4** MDK: coming to a Saturday morning telly programme near you



Don't tell anyone we told you this, right?

● GT is preparing a second Atari Arcade Classics retro pack. Six games will include Marble Madness (a brilliant puzzle game), Gauntlet (a superb multiplayer shoot 'em up), Crystal Castles (cute collecting thing), Millipede (very old shoot 'em up), and Paperboy (deliver paper, don't get run over. Cool). Most retro packs are pretty damn forgettable, but with GT raiding 80s games, they should coin it in.

● Populous 3, where the player is a God with the power of life and death, has been delayed until July 1998. The PC version is taking longer than thought, which will delay the PlayStation version that was going to be copied from it. Don't hold yer breath.

● Fans of top 3D blaster Doom may be interested to learn there's a film on the cards. Apparently, Forrest Whitaker, the big geezer in Species, will star. Hmm, don't remember that many fat blokes in the game.

● Talking of big screen games, Interplay's MDK is going to be turned into a cartoon, too. Let's just hope Crash Bandicoot ain't just behind it.

● X-Men: Children of the Atom has been scrapped. Acclaim has been promising a conversion for the last 18 months, but Capcom (who created the arcade game it's based on) said they'd dropped it. It then appeared in an Acclaim catalogue during last May's E3 games show in Atlanta, but is off again.

● Sony of Japan is working on a sequel to the brilliant Parappa the Rapper. There are no definite game details yet, apart from a two-player mode. Can't wait.

● With Sony deciding not to take on Square's superb fighting game Tobal 2, it now looks like THQ are going snap it up. Good on 'em.

● Shock and bleedin' horror! Core has apparently said that there will not be a Tomb Raider 3 for the PlayStation! Too complex to cram into a mere PlayStation, the third Lara game will appear on the rumoured PlayStation 2. Only a two-year wait then...

See ya next month...





■ OUT DECEMBER ■ BY GT ■ PLAYERS 1-2 ■ COMPATIBILITIES JOYPAD, MEM CARD

## Fighters' Impact

Arse-kickin' slap-fest from GT. Come and 'ave a go if you think you're 'ard enough.

**W**ith super-detailed graphics that make even Tekken 2 look more chunky than a pocketful of Yorkies, Fighters' Impact is pretty much sorted.

It's already very well established in the arcades as a real vicious coin-swallow, and now Taito is finishing off work on their videogame conversion.

From what we've seen so far, it looks like a pretty standard one-on-one beat 'em up. The graphics are 3D and there are eight fighters to choose from, and er, that's about it really. There are the usual now very bog-standard one and two-player options to choose from, obviously, but nowt much else.



1 When I say gedddown, I mean stay down! 2 Each of the fighters has three different styles, from martial arts to wrestling 3 Smart camera angles are used for the throws 4 Sanson pulls off his Armpit Killa move

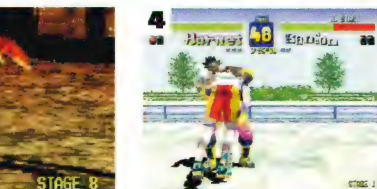
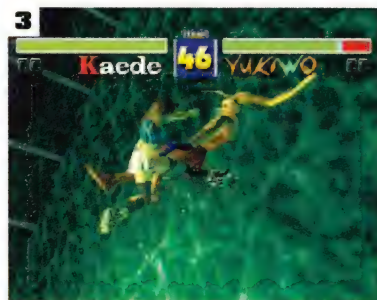
### Rib-cracking combos

Instead of fancy malarkey bonus rounds and sub-games, Fighters' Impact relies solely on solid gameplay.

Ver actual objective of the game is to wallop your opponent, but here's where the difference lies:

Although special moves are in there, the game's combo system plays a much bigger part in the whole scheme of things. By using the punch and kick buttons, gameplayers can manage to string together well over 10 blistering attacks, which end up crippling the other fighter with a blaze of fists and feet. And that's just through hammering the joypad buttons...

● Could be pretty cool but it's up against rock-solid competition from Tekken 2. It's gonna be a tough one.



### ■ Mortal Kombat 4 GT

Version number four of Midway's long running and popular Mortal Kombat series is PlayStation-bound.

The snappily titled Mortal Kombat IV (bet you didn't see that coming) breaks new ground by being the first 3D game in the series, with a camera spinning around the arena as the two players go at it hammer and tongs and give it some serious lalady.

The usual gore quota of the past Mortal Kombat games is well up to scratch here, with the fighters cutting limbs off and pretty much generally mutilating each other with blood now flying in glorious 3D...

The game is expected early in 1998. Possibly even as early as March. We'll let you know as soon as we do.

### ■ Street Fighter Collection Virgin/Capcom

Street Fighter Collection bundles together the first games in the long-running series.

Street Fighter 2 was the game that started it all, and it fronts a CD containing the later updates, Super Street Fighter, and Super Street Fighter Turbo which both added new



■ MK4: Blood, blokes and beech trees

■ OUT NOVEMBER ■ BY CODEMASTERS ■ PLAYERS 1-2 ■ COMPATIBILITIES ANALOGUE PAD,

## TOCA Touring Car Championship



At last. The chance to thrash the hell out of a Volvo and slam into a bottleneck of saloon cars without grief from the law.

If Formula 1 is all about grace and finesse, Touring Car racing relies on aggression and nerve. Production cars tweaked to the absolute limit squeeze round circuits at speeds of up to 160mph. Spins, rolls and pile-ups are a way of life.

It's not surprising the sport's about to hit the PlayStation, only that it's taken this long.

### Realism

TOCA Touring Car Championship aims for total realism. Cars, tracks, drivers, stats: all are based on information from the RAC/Auto Trader event. Ordnance Survey provided

really accurate information for the eight circuits, each of the 16 vehicles were modelled by scanning real cars with lasers. Manufacturers like Peugeot, Renault, Audi and Ford were consulted to get handling spot on. See what we're saying here? It's realistic.

### Detail

In-car video cameras were used to get textures of road surfaces just right. Trackside objects like bridges, pit lanes, tyre walls and grandstands, were photographed to make sure playing TOCA's like the real thing. Hopefully Codemasters will also use

characters to the action.

Virgin is releasing the compilation and it'll be out in time for Crimbo.

### ■ NASCAR 98 EA

NASCAR 98 is a stock car racing game. 17 tracks (11 real, six made up) and 24 cars are ready to roll, as you go bumper to bumper for the NASCAR trophy.

The behind-car view and a load of other fancy camera tricks are on hand to show off the crashes to the max, and weather conditions also add to the carnage: snow and rain makes things slippery and dangerous so watch it.

The last NASCAR was utter arse, but we'll give this one the benefit of the doubt until it's released in November.



■ Beast: Who you calling a fat, hairy git, eh?

### ■ Beast Virgin/Hudsonsoft

Yeah, yeah it's another fighting game. Maybe, but Beast is a beat 'em up with a difference: the fighters can change into animals.

While it looks like any other 3D fighting game you've ever seen, in the middle of a scrap the fighters can turn themselves into



OUT JANUARY ■ BY BMG ■ PLAYERS 1 ■ COMPATIBILITIES JOYPAD, MEMORY CARD, ANALOGUE PAD

# Gex Enter the Gecko

Gex: typical 3D platformer or goddamn sexy epic that'll make you drool? Start dribblin'!

**G**ex: Enter the Gecko is a creamy visual treat, a 3D feast just waiting to be lapped by us gameheads. Yup, this stunna will cause a stirring in your pants, 'cos you won't believe your PlayStation can pull off graphics like this.

You'll be gob-smacked by the levels too, which are E-normous. Just stand on the spot, have a look around and I betcha you'll be dead impressed.

## It's all one big piss-take

Gex is a wise-cracking gecko who's been dumped in the Media Dimension. He must take out arch-evil git Rez, but first he must survive the bucketloads of levels ahead. The stages are divided into worlds which are based on... well, piss-takes of countless movies. The kung-fu zone is classic Bruce Lee stuff complete with shite lip-synching, the horror world pays tribute to numerous slasher

flicks and the sci-fi levels see our hero wearing stormtrooper-style togs.

## Dancin' on the ceiling

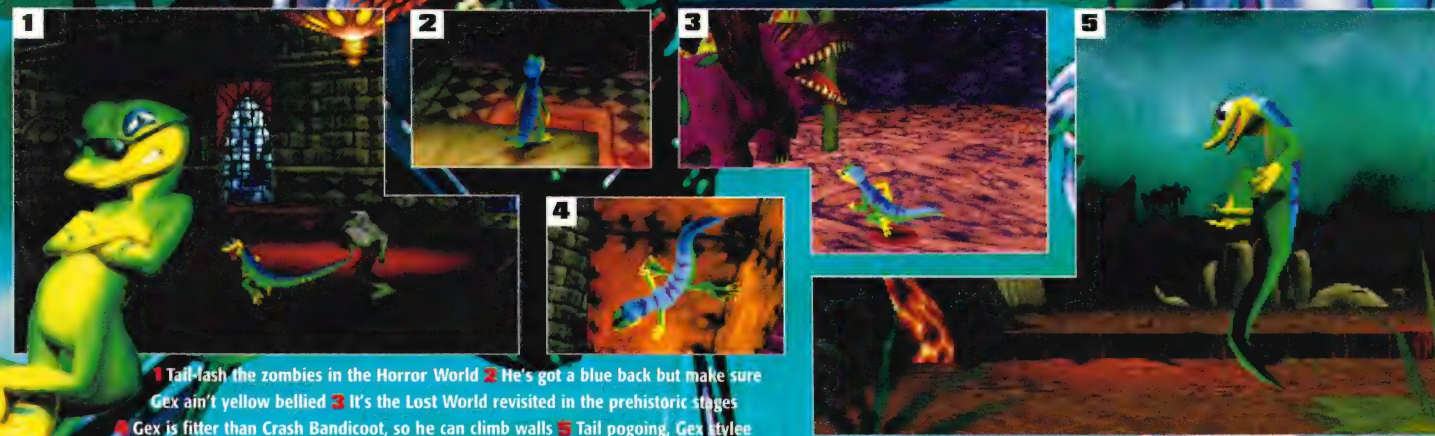
The variety of the levels is matched by Gex's skills. Lizard boy can also climb walls using his suction cup paws.

He can pretty much go anywhere he wants then, scrambling up walls and even sticking to the ceiling. He's stuffed when it comes to water though. Yep, even this rad reptile can't swim.

● Top looking 3D platform romp with more promise than a bar of Turkish Delight. Or something like that.



■ The levels are based on famous movies. Anyone seen Child's Play? Here's Chucky!



1 Tail-lash the zombies in the Horror World 2 He's got a blue back but make sure Gex ain't yellow bellied 3 It's the Lost World revisited in the prehistoric stages 4 Gex is fitter than Crash Bandicoot, so he can climb walls 5 Tail pogoing, Gex stylee

## ■ Tanktics SME Interactive

Tanktics is a tank battling game with a difference: vehicles have to be built before you can get down to action. You can build in different periods of history and Tanktics should last players more than a few weeks as there are



■ Blow out yer girlfriends, Tanktics is big

two million combinations of tanks per era! Put your contraptions to the test in a variety of environments against computer or human opponents early in 1998.

## ■ V2000 Grolier Interactive

Grolier Interactive has just unveiled the strategic shoot 'em up V2000, a sequel to the 80s game, Virus.

You use a craft that can hover, fly and submerge to protect villagers, watch over a home base and stop invading creatures from spreading a deadly virus. 30 levels of blasting are set across six areas. Programmers behind this project have been in the business since the beginning of time, so their experience could make V2000 a tasty prospect. Expect more details just before it's Spring release.

## ■ Theme Hospital Electronic Arts

Build and run a hospital. Sounds dull? Not if you're playing Theme Hospital. It puts you in charge of running a hospital, but illnesses have been made a bit strange. Hairytis: the uncontrollable growth of body hair caused by exposure to the moon; King's Complex: desire to wear suede shoes and eat hamburgers caused by the spirit of Elvis entering the mind. Can you find a cure for these? Find out just before Christmas.

## ■ Premier Manager 98 Gremlin

Think you can stop Southampton from the drop or help Chelsea win the Premiership? Gremlin gives would-be bosses the chance to prove their worth with Premier Manager 98.

Due out December, it should allow players to take control of every detail of the game. Set admission prices, train players, build a new stand, hire and fire staff, take care of coaching and discipline, even dabble with financial affairs. Full control, team manager, trainer or accountant options lets you choose how involved you want to get.

## ■ Jersey Devil Ocean

Yet another 3D adventure starring a cute character is due for release around Christmas. Jersey Devil is an American import starring a purple thingy which runs, leaps, glides, somersaults, bounces, moves objects and strikes with his tail.

It's his job to foil the evil plans of Doctor Knarf who wants to rule the world.



# Resident Evil 2

Gore-soaked sequel to Capcom's undead nightmare. We've played it! It's well scary!



■ Cool camera angles make the best of Resident Evil 2's scary graphics. Shiver



■ Look, funny hats and comedy glasses, it must a party. Fancy a smooch, zomboid?

**W**e couldn't put it on the cover. Didn't have time to fit it in the contents. But bollocks: it's in.

Resident Evil 2 is the bloodiest, scariest shockfest on the PlayStation. You'll need intensive care after playing this game.

Newbie cops Leon Walker and Claire Redfield fight the undead invasion, kicking off the fight in the city streets. Zombies attack from every direction and with only fifteen caps and a blade to keep 'em down, maybe it's time to swallow pride and do a runner.

## Back to life

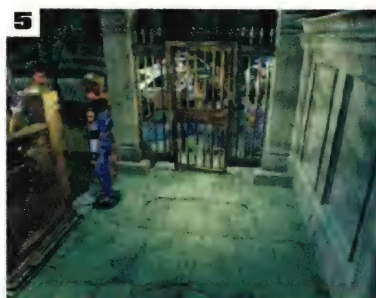
Prepare to be blown away, 'cos this mutha is over two-and-a-half times bigger than the first one. That's pretty whopping.

It's a lot more action-based too. At the beginning there's no yawnsome B-movie plot-setting, just a gunfight against over half a dozen zombies. It doesn't stop there either. Raccoon City is crawling with rotting corpses, feasting on anything that lives. Even the cop shop ain't safe. In fact, it's a helluva a lot worse...

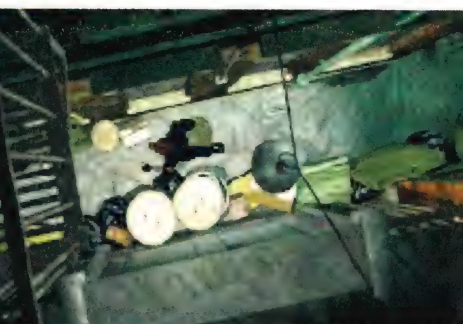
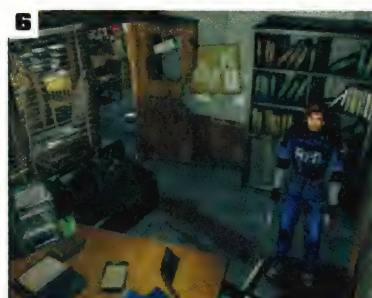
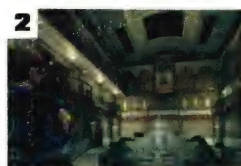
● If the demo is anything to go by, Resident Evil 2 will be fantastic. Start saving!



■ Midnight, and Raccoon City gardens is dead quiet. Nope, make that just dead



1 Raccoon City is well known for its riotous street parties 2 The police station where the party kicks off is vast. Start exploring, Leon 3 Christ on a bike, this zombie's corpse has been stripped of rotting flesh 4 In the armoury, the shop keeper demonstrates his anti-theft device 5 Look! Those nerdy zombies can't even open gates. Oh, they can? Shit, better run! 6 You'll fill your pants when you see these graphics moving 7 Nice angle, huh? 8 More ass-cappin' action



# NEWS SHORTS

We tell you what we know

**W**e don't mess about here. When we know something the first thing we do is tell you. And here's a few tasters of stuff you'll be playing soon

All the games, all the news. The gang's all here. It may be a while before anyone gets their hands on this stuff, but we'll tell you how things are shaping up so you'll know what to expect before our reviewers get to work on it.

## Hedz Hasbro

Continuing the recent trend of weirdo games on the PlayStation, Hedz is a kinda whacked out fighting game.

It's not yer average Tekken. Players guide these little geezas, called Hedz, through



■ Hasbro give good Hedz. Erm, we hope...

whopping levels, looking for other Hedz.

Find one, then kick the crap out of it and you possess their, um, head. Up to five can be stored at once and each has different abilities. Some can fly, others have wicked attacks. The player can switch between Hedz at any time, so using the right one at the right time is essential. Already Hedz looks like a right laugh, but we'll let you know more nearer its early winter release.

## Monopoly Hasbro

Hasbro is gearing up to release two versions of Monopoly on the PlayStation. The first is the bog-standard Monopoly that we all know and love, complete with silver dog, bouncing top hat and stacks of virtual cash.

Monopoly Star Wars is much cooler,



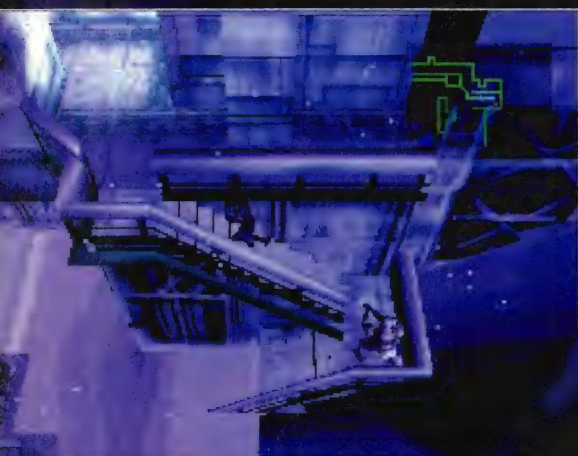
■ Monopoly Star Wars: sell The Force Luke

though. Play as any of the rebel of Imperial heroes, from Luke Skywalker to Chewie and Boba Fett, forking out credits for the best gaffs in the Universe. Yoda's hut's the equivalent of Old Kent Road, but the Emperor has the futuristic Mayfair for his palace on Coruscant. Coolio, huh? Monopoly's out in



■ OUT EARLY '98 ■ BY KONAMI ■ PLAYERS 1 ■ COMPATIBILITIES JOYPAD, MEMORY CARD

'... get in close and slit some throats with razor wire!'



■ Run out of ammo and you'll have to do a runner. Chicken

# Metal Gear Solid

Infiltrate a nuclear weapons base and rescue the girl without being blown to pieces. Just another ordinary day for Snake Solid...

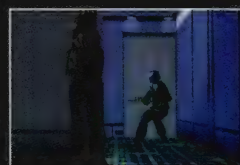
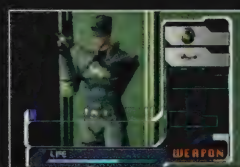
**M**etal Gear Solid is going to be the biggest game of next year. Forget Tekken 3 and Resident Evil 2, this covert monster will blow your mind.

Instead of shooting the crap out of anything and everything, tough guy Snake Solid must use stealth to sneak through enemy lines undetected. He's kitted out with meaty machine guns, loads of 'em, just in

you've gotta do it quietly. If there's a silencer on your gun: cool, otherwise you'll have to get in close and slit their throats with razor wire. Dump the bodies afterwards though, as bloody corpses will raise even more suspicion than a couple of gunshots.

## View to a kill

Metal Gear Solid's camera angles are



■ Stick to the shadows otherwise you're dead meat



■ Thick Snake blows his cover by bagging some punk. Better run, shitloads of other guards'll be along soon



■ Man in black: Snake Solid models his designer combat wear

case something goes badly wrong. But for the time being you'd best belt up and stick to the shadows...

## Silent but violent

The nuclear weapons plant Snake must get inside is patrolled by armed guards. Avoid them by staying close to the walls and tip-toeing around. You can take 'em out, but

dramatic and change automatically, giving Snake the best view of his immediate surroundings. Lighting is also used to great effect, creating what could well be the most atmospheric game on the PlayStation to date.

● For a game that's still months from completion, Metal Gear Solid is looking very nice indeed. This is gonna be huge.



■ Go on, kick this toerag's evil butt

### MegaMan 8

■ OUT JANUARY ■ BY OCEAN ■ PLAYERS 1 ■ COMPATIBILITIES JOYPAD, MEM CARD

Cult cartoon hero jumps and blasts his way around a bizarre planet Earth.

**M**egaMan, known as RockMan in Japan, has never really made it big in this country. Probably because he's crap. Despite this fact a series of games based on the blue-suited fellow will be hitting shelves over the next few months.

In MegaMan 8 a mad scientist, backed

by androids is threatening the world. Hop from ledge to ledge, collect bonuses, shoot boss characters... stop us if you've heard any of this before. MegaMan 8 takes a stack of ideas already seen in other games, then bundles them into a viewed-from-the-side, cute cartoon package. There's a dog that

'...MegaMan has never made it big in this country. Probably because he's crap'



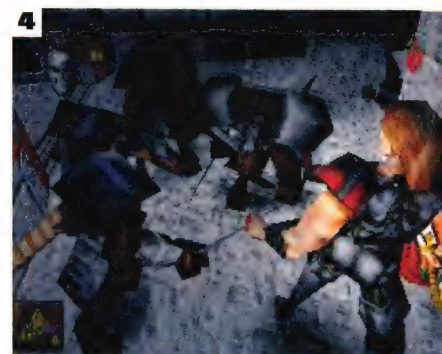
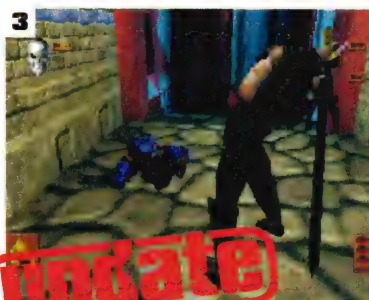
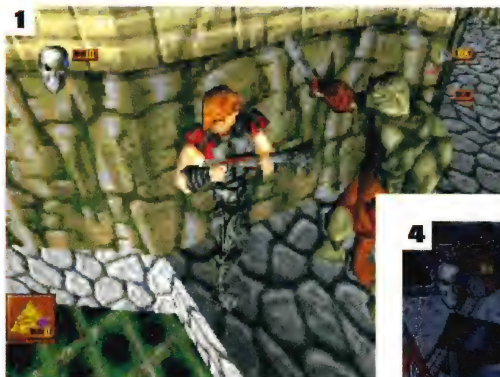
projects pictures and doubles as a jet-board but apart from that there seems to be little to interest most gamers.

● Looks like a platform shoot 'em up that's well past it's sell-by date. Perhaps it'll pack some surprises, but we doubt it.



1 A teleportal skull whisks MegaMan to extra levels 2 Purple helicopters supply power-ups 3 Plenty of things happen at once without the game slowing 4 A dog that turns into a jet-board. No joke

■ OUT JANUARY ■ BY EIDOS ■ PLAYERS 1 ■ COMPATIBILITIES JOYPAD, MEM CARD



1 Sod the swords, get the blunderbuss instead 2 Better still, there's a flamethrower just waitin' to be used 3 Sword blokey doesn't mind picking fights with people smaller than him 4 Giant rats. Tough basts which are difficult to hit

update

### Deathtrap Dungeon

Eidos' hack 'n' slay romp through orc-infested dungeons is a-comin! Lock up yer daughters! Especially if they're not wearing much!

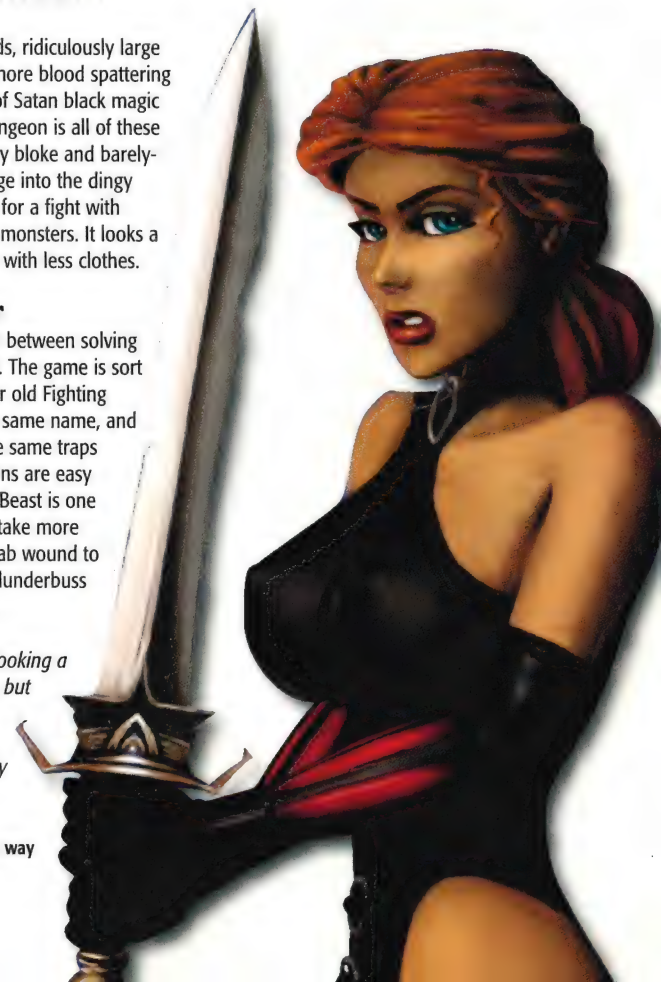
**H**alf-naked birds, ridiculously large swords and more blood spattering than a Sons of Satan black magic ritual. Deathtrap Dungeon is all of these and more, as brawny bloke and barely-dressed bimbo trudge into the dingy underworld looking for a fight with some pretty wicked monsters. It looks a bit like Tomb Raider with less clothes.

#### Puzzle Fighter

Gameplay is divided between solving puzzles and combat. The game is sort of based on the dear old Fighting Fantasy book of the same name, and features some of the same traps and monsters. Goblins are easy meat but the Blood Beast is one tough mutha that'll take more than a nancy boy stab wound to kill. Sod it, get the blunderbuss out for this tosspot.

● The dungeon is looking a bit rosey at the mo, but if the camera angles are sorted out it could be pretty smart.

► Eidos is paving the way for sexual equality in videogames.





# Crash Bandicoot 2

## Cortex Strikes Back



■ Crash Bandicoot 2: the new rocket & roll?

'Bad guys? Kick 'em in using skill over sheer brute force'



■ Anyone for flame-grilled Bandicoot? ■ Crashing through the snow, on a tiny polar bear... ■ Split on this ■ Bash boxes for bonuses ■ Not all levels move in and out of the screen

Crash Bandicoot bounces back on the PlayStation. C'mon, at least try and look excited.

Crash Bandicoot set new standards for PlayStation by selling a whopping 1.5 million copies last year, even though we at PlayStation thought it was frustrating as hell. With all that wonga at stake, it was only a matter of time before developer Naughty Dog churned out a sequel.

### New stuff...

'Crash 2 is a must-have title for every PlayStation owner'. Sony's hype machine is already powered up, but what about the facts behind the bullshit? Crash Bandicoot looked

great but was a git to play, so unless this changes it's gonna get a thumbs down from us. It has to be said it's looking pretty good at the moment, with some extra moves to discover, plus some nifty toys to play around with. The rocket pack jets Crash through space levels, while there's a wooden jet-ski thing to power him through the jungle river.

### ...and more of the same

The concept is the same old thing, as Crash legs it through some creamy 3D levels, spin-kicking enemies and gobbling up goodies.

Levels can be tackled in pretty much any order, using a warp to teleport to the next stage. Some of the areas scroll in and out of the screen, some move from left to right and others shift in all directions. There's still no real freedom to move around levels though, but this could change in the final game.

### Stop the re-evolution

The story behind the game goes something like this: Mad professor Neo Cortex is back as the bad guy, ready for another pop at world domination using the Evolv-O-Ray to rebuild

his army of mutant killers. He must be crushed, and the bumbling bandicoot Crash has been dragged in to take him out. Again.

### Crash diet

There are stacks of nasties looking for lunch. The ice world is plagued by killer whales which gulp Crash down in one, while piranha fish swim in the forest streams, waiting for Bandicoot to fall in. Big boss enemies are also in there too, usually the deformed result of a Cortex experiment gone wrong. Kick 'em in using skill over sheer brute force.



■ OUT DECEMBER ■ BY OCEAN ■ PLAYERS 1-2 ■ COMPATIBILITIES JOYPAK

■ The best fighters in Feudal Japan await...

# Dynasty Warriors

Yet another contender for the fighting game crown throws its hat into the ring.

**D**ynasty Warriors is a new fighting game set in Japan with pirates and warlords scrapping to see who's top sea-dog.

Who knows why they're doing this? Who cares? Each character's got a weapon, loads of lethal punches and kicks, and a temper to match. And if the violence quota still isn't enough, the game's also got some bone-shattering combination attacks.

above the rest of the pack, but they're also quick on their feet. As the fights hot up, they roll out of harm's way and jump on opponents like a speeded-up Bruce Lee film.

● *This is one of the classiest fighting games on the cards, and its huge fighters alone could be worth the entrance fee.*

'... a stunning looking game, characters are considerably more detailed than others of its kind'

### Best of Three

As the warriors slug it out, a rather nifty camera system pans around to give the best view of the stabbings and slappings. The fighting is well balanced, with swords clashing and players dodging or blocking charges. The bouts are 'best of three' jobs, and each character fights on home turf with the player travelling to each.

### Fancy Graphics

Dynasty Warriors is a stunning looking game, with characters considerably more detailed than others of its kind. The fighters are bloody massive, and dwarf other fighting game characters. Size isn't everything, though, and not only do these geezers tower

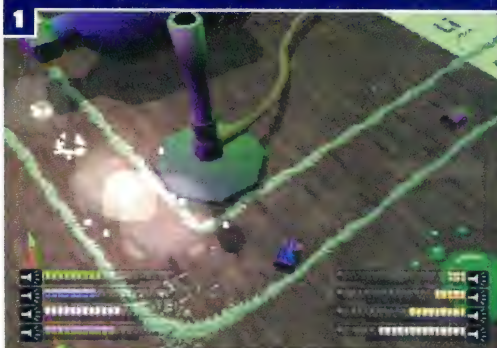


■ The combination attacks allow you to string together cool sword attacks

## plus Fantasy League

It's a funny old game...

Over 20 games are released every month, and let's face it a lot of them are utter shite. So, for a laugh, we proudly present a league table of the heroes and villains of the PlayStation scene. All the major companies are here, along with the average score from every game they've released. We'll be updating it monthly, so let's hope stragglers buck their ideas up. The season starts here and promotion to the premier league needs a score of 75%.



■ Codemasters: Micro Machines V3



■ Core: Tomb Raider



■ Virgin: Resident Evil

### PREMIER LEAGUE

Nº	Software House	Nº of Games	Score %
1	Codemasters	3	89%
2	Core	6	81%
3	Virgin	21	80%
4	Fox	2	80%
5	Psygnosis	19	79%
6	Ocean	10	79%
7	BMG	9	79%
8	Namco	17	76%
9	GT	12	76%
10	Gremlin	7	76%



■ EA: Soviet Strike



■ SCEE: Cool Boarders

### DIVISION ONE

Nº	Software House	Nº of Games	Score %
11	Electronic Arts	37	75%
12	SCEE	35	74%
13	Konami	13	74%
14	Interplay	7	73%
15	THQ	6	73%
16	Telstar	5	70%
17	Eidos	8	69%
18	Mindscape	5	69%
19	Activision	2	68%
20	Acclaim	21	67%



■ No, honest, Dark Omen really is eye-popping

# Dark Omen

A strategy game that's heaving with bloody battles and arcade action? Nah, it can't be...

**D**ark Omen allows wannabe army commanders to get right in the thick of the action.

Drag loadsa soldiers around massive 3D battlefields, capturing castles and kicking the shit out of orcs, goblins, ogres... if it moves, hack it to bits. Since all the action happens right in front of you, it's not dull and you don't spend hours watching troops traipse around without so much as a minor scuffle.

Visually it's slick too. The little sword-swingers are suprisingly detailed, and the scenery looks pretty smart too. What's more, as it's 3D you can look at it from any angle.

## The King is Dead

The game is based on the table-top bestseller Warhammer, focusing on the quest of

mercenary hardnut Morgan Bernhardt. He has to build up his army by hiring thugs, from archers and cavalry, to wizards and even monsters. Then fight kicks off across the desolate land of Empire, where Bernhardt will eventually face, surprise surprise, arch enemy geezer the Dread King. But if all that sounds too scary you can always wimp out and opt for the two-player game. Ponce.

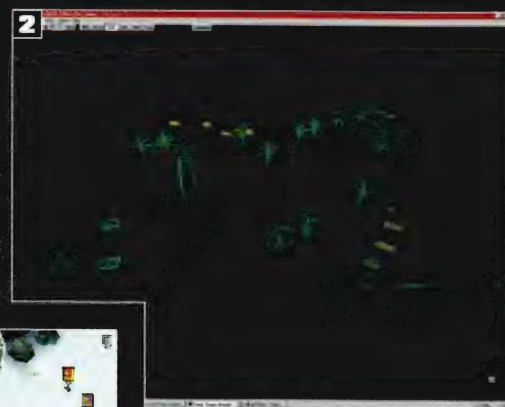
● *Technically Dark Omen should be pretty amazing, but we reckon they'll have problems squeezing it all onto the PlayStation.*



■ 'By the power of Krazak, I'll toast your ass'. Merlin chucks a fireball at the enemy



1 Bastards. They never said they had a castle 2 Zombies might look cool but you're better off with something that's alive 3 Charge! Or wait for them to attack. Bottler 4 Water. Avoid 'cos your armour will rust 5 'Stick to the road lads...'



1 Just some of the ugly mugs you'll find in Dark Omen 2 First the landscapes are made from wire, right, then they're coloured in 3 Anyone for a snowball fight? 4 'I think we're outnumbered...'



'Decent people everywhere are horrified by this game's contents...'



■ Although detailed, Grand Theft Auto doesn't look stunning. It's the gameplay that hits the spot. Who can argue with anti-social behaviour like this?



■ Race around city streets committing crime. Shoot cops, run Hare Krishnas over, cut up drugs...



■ Here's a bit of a knock...



■ Here's a massacre

■ OUT NOVEMBER ■ BY GT INTERACTIVE ■ PLAYERS 1 ■ COMPATIBILITIES JOYPAD, MEMORY CARD

# Grand Theft Auto

Running from cops after a drugs bust, you've got three choices: pull a 'piece' from the glove box, grab some fresh plates or turn the sounds up and ram the next road block.

**H**ey kids, don't buy Grand Theft Auto. It's about drugs, guns and joyriding! Questions have been asked in the House of Lords. Decent people everywhere are horrified by its contents! On the other hand, what more could you ask for?

## Breaking the law

Working for several big time crime families you've gotta do whatever it takes to stay alive. The challenge is to complete 200 dangerous and illegal missions. Kidnapping, murder, drug smuggling, hijacking vehicles, committing arson...

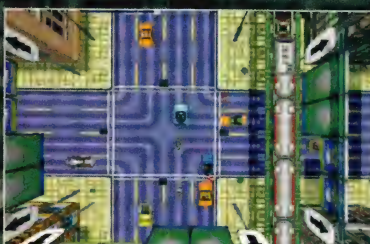
## Drive on the wild side

Not only will you have to dodge the police, but bikers and street gangs will also take up the chase. It's just as well that so many getaway cars are there for the taking. Simply pick a tasty motor, pull out the driver and jump in. Radios in each car offer over an hour of digital music. House, techno, funk and hip-hop tracks should help eat up the 6,000 miles of tarmac.

● Loads of Crimbo games will look better than Grand Theft Auto, but few are likely to touch its gameplay. Likely to be one of the year's must-have titles.



■ Nick an ambulance when it helps your victims



■ Three cities boast thousands of miles of road



■ Hmm, how long will those coppas last?



■ Traffic comes to a standstill





# O! R.O.G.O.F.F.

**RENT ONE PLAYSTATION  
GAME GET ANOTHER  
ONE FOR FREE**

**PlayStation** has teamed up with Blockbuster, the country's leading video and game rental store, to bring you the PlayStation game rental special offer of the millennium.

We're big fans of trying out **the full game** before you hand over your dosh. Okay, so we get to do it as part of the job, but you can get exactly the same gameplaying experience by nipping in to your local Blockbuster and renting. There are over 700 stores in the UK, so wherever you

are, you're pretty much round the corner from this great deal.

This is a great chance to play the very latest games before you buy (or even instead of buying), or catch up on some of those classic games that made the PlayStation the only console to have.

If you need some help in making your mind up about what to play, check out our Blockbuster rental chart on **page 117**.

## What you need to do

Remove the special card from the front of the mag. Cut out this coupon and stick it to the card. Take them down to your local Blockbuster. Nothing could be simpler.



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**Give me  
my  
free  
rental**

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# Blab

Brass monkey mayhem

■ OUT NOVEMBER ■ BY GT ■ PLAYERS 1-4 ■ COMPATIBILITIES MEMORY CARD

# Mortal Kombat

Blood, buckets of blood and more blood. That'll be

**S**ub-Zero, star of the gory Mortal Kombat fighting games, has been given a starring role in GT's latest scrap-a-minute epic.

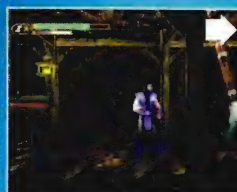
The Mortal Kombat equivalent of Mr Freeze in Batman and Robin, Sub-Zero is a ninja warrior with the ability to encase his enemies in ice.

Mortal Kombat Mythologies follows the frosty fighter as he explores a series of levels

in search of magical crystals and spells needed to kill an evil tyrant.

## Ten Worlds

The chilly one's quest spans ten worlds based on wind, fire and water, with the game's main adversary holed up within a huge castle which acts as the final level. A Mortal Kombat game without a few fights is like a curry without rice, and Sub-Zero's mission is



■ Mortal Kombat Mythologies differs from earlier games in...



■ ... Sub-Zero now has to avoid traps to find a scrap



■ The famed gore content is well up to scratch, though!



■ Does red suit me? Sub-Zero splurges his guts after being crushed by a huge column



■ Living up to his name, Sub-Zero freezes his opponents with his chilly skills



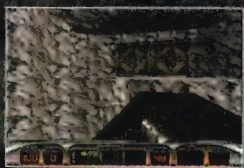
■ "No, really, answer me one thing: does my bum look big in this?"



# Duke Nukem: Total Meltdown



■ Floating brain beast ahead



■ PlayStation levels begin here



**'...aliens are messin' with earth girls!'**

■ Enemies: too ugly to live

Duke Nukem; the man famous for yelling: 'I'm gonna rip ya head off and shit down ya throat!'

**A**n almost complete English version of Duke Nukem: Total Meltdown recently found its way into our blood-soaked paws.

Not only do all levels from the PC original appear to have been included, but it looks like programmers have completed the extra sections produced especially for the PlayStation. That'll do for us.

## Ultra-violence

Duke Nukem: Total Meltdown is an ultra-violent blood fest with its tongue firmly in its gore-streaked cheek. Aliens have landed and are messin' with Earth girls, so it's up to you to protect their virtue. This goes on in a 3D shoot 'em up style similar to Doom. Episodes called L.A. Meltdown, Lunar Apocalypse and

Shrapnel City have been seen before, but a brand new clutch of 11 levels called Plug and Pray have now been added. These are as in-depth and absorbing as the rest, but with an even more twisted sense of humour.

## Cool borders?

Borders at the top and bottom of the screen make the game look like it's in widescreen, but these are likely to disappear once it's been put through a process called optimisation.

**PlayStation** will of course give you all the action-packed information first on further Duke developments.

● Some people said Duke Nukem on the PlayStation would be crap. Looks like doubting Thomases will be forced to eat their words.



1 A secret underground chamber 2 Passages can be blown into certain rock walls 3 Quickly reloading before walking into another danger zone 4 Health and ammo ahoy 5 Pipe bombs are lobbed then detonated by remote control







■ That'll be the end of him, then...

'...robot-stomping action in spades!'

■ OUT OCTOBER ■ BY PSYGNOSIS ■ PLAYERS 1 ■ COMPATIBILITIES JOYPAD, MEMORY CARD

# Shadow Master

It's time to save the universe. Yes, again

**S**hadow Master promises robot-stomping action in spades as players man their very own tank-like machine and go metal-mashing mad.

The action is viewed from inside your machine of death as you use guns and missiles to complete 16 missions across seven planets.

your way. The carnage happens in a variety of exotic places: from ice worlds through to desert wastelands.

### Robot Armies

The Overlord's armies are made up of huge fully-armed robots, but to level things out your ship comes with a huge supply of

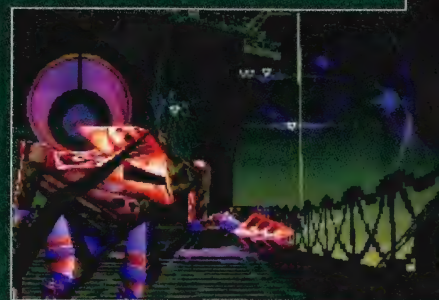
'Big explosions and loads of weapons. We're still not convinced, though'

### Mission impossible

The object of the game is to defeat an evil Overlord who plans to conquer the universe. You step into the glittery moon boots of the finest military commander the galaxy has to offer and take on tasks like destroying bases and protecting convoys. And they always involve blowing the shite out of whatever mechanical scumbags the Overlord sends

deadly guns and missiles. If you fancy a few larger explosions, though, extra supplies of the alien weapons can be scavenged and added to your ship - including a rather smart flame thrower to toast the Overlord's unwanted arse.

● Big explosions and loads of weapons. We're still not convinced, though.



■ Artist Rodney Matthews did the bad guys



■ A Manta Ray craft takes a hit head-on



■ High-velocity missiles should stop these





1 No escape. Shinra henchmen surround Cloud in one of the early sections of the game 2 As a train rumbles past the spiky-haired hero jumps 3 Cloud manages to hang on to the roof for dear life 4 Into a tunnel and out of danger, for now. Time to meet up with the rest of the gang



■ Remains of a state project called Jenova. What were scientist trying to create?

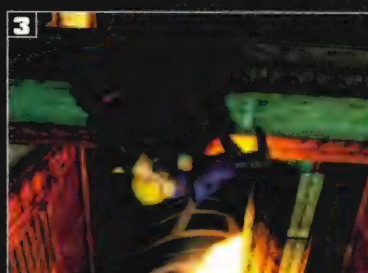
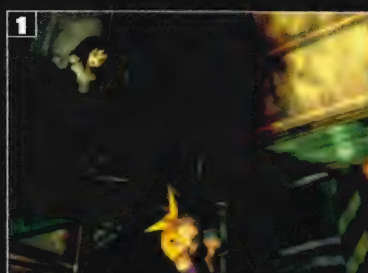
## Plot

To begin with hardly any plot is given away. But don't get impatient 'cos most of Final Fantasy VII's coolness lies in uncovering clues and secrets.

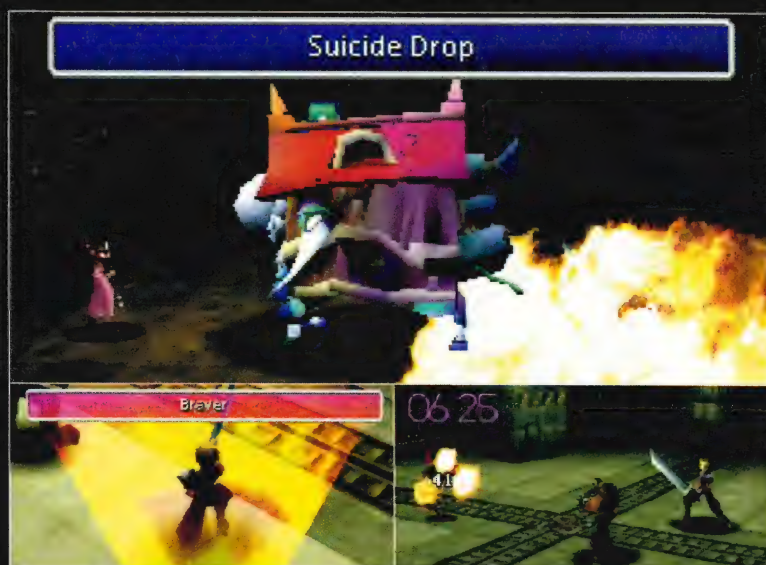
We're not giving the plot away, but here's what we know: Cloud Strife is an ex soldier who's now a mercenary. He takes up with the revolutionary group Avalanche, which is based in a massive industrial complex known as Midgar. The area is ruled by Shinra, an organisation that ruthlessly wastes the planet's natural resources and treats residents like shit. Avalanche begins a bombing campaign, but the situation quickly gets out of hand and Cloud is drawn further and further in.

## Transport

Once Cloud and his troop make it outside Midgar a huge play area opens beneath their feet. Just walking around this vast landscape could have got a bit dull, so programmer Squaresoft has dreamt up things to speed you up. Fat motorcycles, weird Chocobo



1 Out on a mission a gangway gives way 2 Tough man Barrett holds back Tiffa, Cloud's childhood sweetheart... 3 as Cloud falls... 4 towards mist and drops out of sight



■ Battles are filled with stunning special effects and always feel tense.

birds (which are like giant chickens), airships and even snowboards are there to provide variety. It's touches like these that make Final Fantasy VII a cut above.

## Censorship

When Sony first announced Final Fantasy VII would be released in Britain it was suggested certain sections of the game, which contained adult themes, should be censored. Thankfully it now appears none of these so-called dodgy sections will be cut out. This means we'll be able to enjoy a whacked-out brothel scene, a

spot of cross-dressing, urinating in public and a full-on sex scene. Better still, it looks like certain areas of presentation are actually being enhanced. What more could you lucky buggers ask for?

● Absolutely stunning so far and it's almost complete.

Amazing backdrops of cinematic quality, massive gameplay that draws you deep into another world, and a storyline that twists and turns all over the place. Final Fantasy VII will live up to all the hype.



■ Midgar is a city broken up by money. Here Cloud wanders the slums



■ Some sections such as this junk yard really send a chill down your spine





Stop here to get the best news, the first screenshots, the inside stuff that other mags aren't allowed to print...

**'the game will take around 60 solid hours to complete...'**



■ Central character Cloud Strife surveys the floating city of Midgar



## FANTASY FOOTBALL

I'm afraid our search still goes on for the perfect footy sim. As a gamer who has tried the lot (and most other sports sims as well) I would like to chip in my bit for what I would like to get from a sim.

Gameplay and graphics from the almost superb ISS PRO: never before has a game come this close to actually simulating the beautiful game.

Teams from FIFA 97: all the world's great leagues plus the ability to trade and transfer to your heart's content.

Commentary from FIFA 97: superb voice-overs from Motty and Andy Gray, with Des as anchorman.

Leading scorer chart and some neat presentation from Actua Soccer Club Edition.

Team strategies and formations which are deep enough to cover personal man to man marking and so on, as in Premier Manager 97 (on the PC).

Great stadiums from around the world instead of just one virtual stadium.

My team Sunderland, which didn't feature in FIFA 97.

Absolutely nothing at all from Soccer 97, Adidas Power Soccer, All Star Soccer or the woeful 4-4-2 just out from Virgin.

All these combined should result in a wonderful game, and early sightings suggest I could well be talking about the upcoming FIFA road to World Cup 98 or even Actua Soccer 2. Please let it be true.

Keep up the good work in your excellent mag (cheers Andy. And developers take note.)

Andy Booth, Bristol

**class**

available options, and, frankly, I need help.

The problem is where to start looking. I am not averse to buying a book containing a solution, but having looked widely can't seem to find one (Or if you do, they're a right royal ripoff at a fiver or so). The game came with a premium rate helpline which cost me £1 before I even got to the help options... so I hung up before wasting even more of my money.

After all, I am bound to get stuck again, and if I have to keep calling it will cost me a small fortune to solve my game.

Having paid around £40 I feel pretty cheated, and would write to Psygnosis to say so, but amazingly, their address doesn't seem to appear anywhere on their product. (Their address might not be on the product, but their phone number is on page 126 of this mag. Give 'em a call and see what they say.)

How can I solve this perplexing problem? Without help my game is useless to me. I feel that with games being the price they are there must be an answer.

I don't know if you've covered this area in the past, or whether you can give me any advice? (We will cover games in depth in our Instant Expert section, and we go the extra mile to run a special tips service for our readers. Why not use the coupon to write in if Psygnosis can't help?)

GK Peacock, Colchester, Essex

## CHEEKY!

When I was lucky enough to get my PlayStation at Christmas, it came with a form for a free demo, which I didn't fill in straightaway as I was just way too busy just playing with my PlayStation!

I did eventually get round to sending it off and although the form said "allow 28 days" it has been two months and still I have no demo to check out.

I don't have the address as it was printed on the envelope, so I am hoping that you can contact them for me... (Of course Paul. Any other errands we can run for you at the same time? Spot of ironing, tidy your room, oil change on the family runabout perhaps?) And yes, before you ask, I did put a stamp on it!

If it got lost in the post could you please get

them to send me a demo anyway? (Here's a thought. It's a bit off the wall, it's a bit oooh, a bit whee, but why not try ringing them on 0990 998877? Go on, it's good to talk. Apparently.)

And talking about demos, why don't you give free ones? (Probably because you'd want us to play it for you as well).

Paul Sarsfield, Drogheda, Eire

## VIOLENT GAMES

I'll try to keep it short, loads to say though. Firstly, smashing mag, first-class reviews. (Cheers, hope you like our new direction, as Spinal Tap would say).

I am writing to reply to Steven Hall's letter (issue 24). Yep, must agree, can't abide stupid censorship (Neither can we.). Like a nunchaka is really more lethal than an Uzi or Abe's chant for that matter, but I need to add that a certificate system is a grand idea. Then we get to choose for ourselves like proper grown-ups.

I say all this because I am a sane and stable sort of chap with a high moral code, but, after an hour or so stomping merry butt in Tekken 2, I'm all pumped up and raring to go, adrenalin steaming from my ears, feeling like taking on the world armed only with a wet herring and a dustbin lid!

So I have to say that violent games (and films) do have an effect on people. Sorry, truth hurts and all that.

Fortunately, I'm not a neo-Nazi type armed with bike chains and petrol bombs or after Soul Blade it might have been high time to make a trip to the seaside for a kick up. I (like everyone else) manage to contain myself and take it out on some little pink lily-livered worms: I only wish the list of weapons included a flamethrower... Real men, after all, play with worms! (And there you go. You, like most balanced people, don't go around being violent after playing a videogame. Any frustration you did feel with the world gets worked out of your system after a good thrash on the PlayStation.)

After all, if anyone wasn't a wholesome, balanced bod, it would probably take a lot less than a videogame to make them violent.)

So bring on more certificates and let us choose for ourselves before bits are chopped out of UK releases.

Steve E, Watford



Just a reminder that if you're under 18 and a bit cocky at Rage Racer, you can put your skills to the test and try to become the Twix Junior Games Player of the Year. All you have to do is play Rage Racer to death and write down your best lap times for the basic course on the form shown here.

Now pop it in an envelope with five empty Twix wrappers, and send it to: TWIX Junior Games Player of the Year 1997, PlayStation, 37-39 Millharbour, Isle of Dogs, London, E14 9TZ. Please make sure your entry gets here by the 10th of October or you won't be accepted, and if you're under 16 please note you'll have to be accompanied by an adult.

When all the entries are in, the best eight will be selected and invited to the Virgin Megastore, Oxford Street, on October 25th to battle it out. All eight will receive boxes of Twix and Mechwarrior 2 jackets, along with a special medal to commemorate the day.

The eventual winner of the title will supersede Rajesh Fatania as the champ, and will also receive £1000 of PlayStation gear of their choice, and £100 of Virgin vouchers for which can be swapped for anything in your local Virgin megastore. A year's worth of Twix is also on offer. As 1996's champ prepare to defend his crown, Rajesh says: "the only tip I have for any gamers looking to enter the competition is don't bother, you'll only get beaten by me!" Please beat him. Please, just for us.

So, go on, fill in the form and do away with Rajesh for us. We'll love you forever.

**TWIX JUNIOR GAMESPLAYER OF THE YEAR ENTRY FORM**

**MY BEST TIME ON RAGE RACER'S BASIC COURSE IS....**

My name is \_\_\_\_\_  
My age is \_\_\_\_\_  
My address is \_\_\_\_\_

My home telephone number is \_\_\_\_\_

If aged under 16 please ask a parent or guardian to read and then sign the following:

I verify that the above details are correct and hereby give my permission for the above named person to take part in the TWIX Junior Gamesplayer of the Year challenge, should they be selected.

Signed \_\_\_\_\_ Date \_\_\_\_\_

**TWIX A BREAK FROM THE NORM**

**IMPORTANT!** You must enclose five empty TWIX wrappers with each entry form (any Twix wrapper accepted).

No purchase necessary. All entry forms must reach us by 10/10/97. You must be under 18 to enter. If you are under 16 an adult must be able to accompany you to the challenge.

All entries will be CAREFULLY VETTED so no cheating! Please note that EMAP Images cannot be held responsible for any entries lost or damaged in the post. Normal competition rules apply. Prize includes standard fare return rail fare to London.

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# VERBAL

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Tel 0171 972 6700 Fax 0171 972 6710, email [steve.merrett@ecm.emap.com](mailto:steve.merrett@ecm.emap.com)

Got something you're desperate to share with the world of PlayStation? Get writing...  
(If your question is just about games, use our coupon on page 79, we'll pay the postage and print an answer in **PlayStation**.)

## IT'S A CONSPIRACY

What's this about Resident Evil: Director's Cut? What was cut in the first place? A severed hand from the FMV intro, some blood and a shot of a zombie's head getting kicked off its shoulders. Not much, and certainly not enough to spend £45 if you already own the original.

If they can release it uncut without breaking the law, why didn't they do so in the first place? **(Virgin couldn't win. It had to make cuts for a 15 certificate or sales would have suffered. Everyone complains. Now the 18 certificate comes out, everyone complains. Sheesh.)**

## YOU'RE TALKING OUT YOUR ARSE

What twats put together the so-called 'Fully Comprehensive Guide Review Index'? **(Does he mean us? He surely does...)**

I know for sure that they have got at least 16 facts totally wrong about so-called two-player and link-up games **(Ready? you're going to like this...)**

How the hell can anybody say that games like WipEout and Doom are two-player? **(Um, heard of Deathmatch Doom?)** Get your facts right stupid. **(Read on. It gets better)** These are all one-player games, not, as you say, for two: Assault Rigs, Ayrton Senna's Kart Duel, Burning Road, Descent, Destruction Derby, Final Doom, Formula 1, Krazy Ivan, Motor Toon Grand Prix 2, Ridge Racer Revolution, WipEout, WipEout 2097, Impact Racing, Agile Warrior... **(There's more of this drivel, but we got fed up typing it... In fact, every single one of these games can be tackled two-up. If you even managed to read the back of the box, you'd know this...)**

It's these kinds of mistakes that will put people off buying some games when they realise they're not as good as you say they are.

I am really angry, I will not buy your magazine again and neither will any of my friends. **(Excellent. We'd like to make extra sure by saying that you and any friends you may have are banned for life from buying us ever again...)**

Stephen R. Morriss, Salford

This decision wouldn't have anything to do with the fact that the development schedule for Resident Evil 2 has slipped to the point where the game will not now be out until 1998, now would it? **(See above)**

With this in mind, I'd like to suggest a new name for the re-released version: Resident Evil: The Cynical Marketing Ploy **(Snappy. Like it).**

I mean, do they think we're all stupid or something? Sorry, that's a rhetorical question - they must do, or they wouldn't have released so many identical versions of Street Fighter 2. **(If you don't like it, vote with your wad. In words of one syllable, don't buy it. Sure, hardcore fans will want it, the rest of us can make up our own minds. But isn't it better if the choice is there?)**

Derek Richardson, Musselburgh

## RACER DEBATE RAGES ON

So Chris Harker **(Issue 23)** thinks Rage Racer is the worst racing game he has ever played? I'm not a huge fan of racing games, but I was astounded by Rage Racer and its stunning graphics, stomping soundtrack and playability. **(You liked it, then?)**

I played the first two Ridge Racer games and didn't want to buy, but I had to change my tune with Rage Racer. Every mag I read rated it highly and called it a must for the PlayStation. Testing it out proved them right: smooth graphics, awesome speed and a seriously kcking drum 'n' bass soundtrack.

I bought the game and got down to some serious competitive racing. The controls were a bit awkward at first but soon I had the game under control - even the 'uncontrollable' power sliding into oblivion, which can be achieved easily with a little patience and a read through the instruction manual.

In my opinion Rage Racer certainly lives up to the praise it's received, and I'd highly recommend it: and if you don't like it straight off, don't give up on it, as the longer you play the better it gets **(We agree with you Wayne, but there's an unbeliever on your tail...)**

Wayne Down, Edinburgh

arse

## RAGE-RACER-IS-CRAP SLUR!

Having played Rage Racer and avoided buying it I totally agree with Chris Harker: what a load of crap! **(What? Like The Crow: Shitty of**

**Angels is crap? Or like Hard Boiled is crap, or Crypt Killer is crap? We don't think so...)**

Surely Namco can't expect us to believe four tracks is as far as they can push the PlayStation? V-Rally boasts 40 well-designed tracks. And what's the point in the track being bordered by what

appear to be sheets of glass, preventing the player from leaving the road? Even car optimisation is nothing new, hell, Rock 'n' Roll Racing on the SNES did it **(And that's far more fun than RR?)**. So go on Chris, get V-Rally and enjoy it!

I also agree with that S Tanner bloke: yours is the best PlayStation mag on the shelves. The level of detail in your reports is excellent, and I was particularly impressed with your report on the Star Wars beat 'em up. Yours was the only one that made a proper evaluation of its quality. **(You after something or what?)**

Ross Hunter, Harrogate

## RAGE-RACER-NOT-CRAP LATEST!

I am writing in response to Chris Harker's letter criticising Rage Racer in your August issue. I have

## Rage-Racer-is-criminal shock!

After reading Chris Harker's letter in August's issue, I felt compelled to write in and offer my opinion of Rage Racer. As I do with all games I plan to buy, I rented it first from the local video store, which was just as well because, for me, the game was a terrible disappointment.

Graphics: the colours are really dull. The actual buildings and so on are good but the rev counter is badly designed since it blocks out a quarter of the track.

Playability: at best average, at worst awful. The invisible wall you hit well before you get to the trackside kills the game completely, as at the core of any racing game is how well the car goes round the track, and in Rage Racer you can't even use all of it. How no-one in your office spotted this when playing amazes me.

Lastability: yes, the ideas of customising and needing to build up sufficient funds to improve your car are excellent. But four tracks is criminal, as is your score of 92% for this. I became very bored very quickly. I was gutted that I'd spent £2.50 to rent it, so I'd hate to think how poor old Chris felt after having shelled out £40.

Don't get me wrong: on the whole your reviews and scores for games are spot-on, but on this occasion a review score of 93% is way too high, especially compared to the likes of V-Rally, which beats Rage Racer hands down in all departments except music.

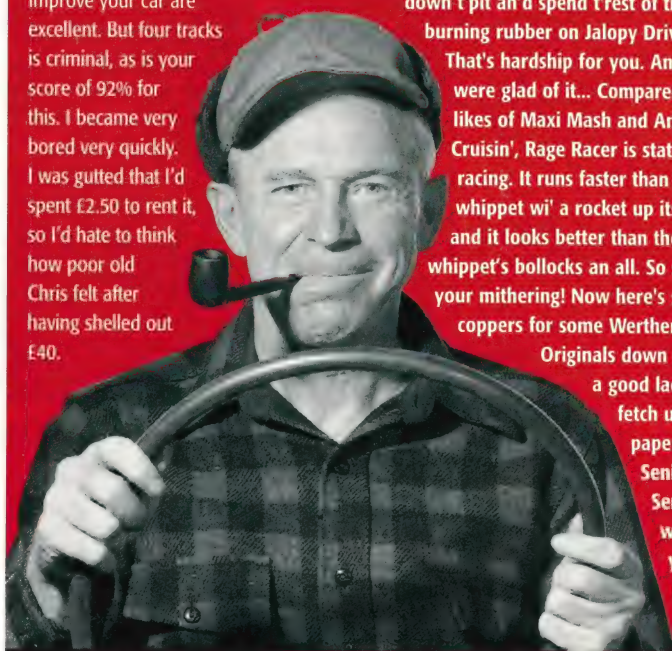
I'll continue to buy your mag, but would like to know how you can justify Rage Racer's 93% score, when V-Rally is rated only 1% higher... this makes a mockery of your normally judicious scoring system, because if Rage Racer's worth 93% then V-Rally should be around 127%!

Nigel Fannon, Cleethorpes

Nay lad, you young pups don't know yer born these days. Ah sumtimes wunder abaht you young 'uns. Me, ah've bin playing racing games since ah were knee high to a reet short barmcake. After day down t'pit ah'd spend t'rest of the naht burning rubber on Jalopy Driver.

That's hardship for you. And we were glad of it... Compared wi' likes of Maxi Mash and Anglia Cruisin', Rage Racer is state of t'art racing. It runs faster than a whippet wi' a rocket up its arse and it looks better than the whippet's bollocks an all. So stop your mithering! Now here's some coppers for some Werther's

Originals down shop. Be a good lad and fetch us a paper and 20 Senior Service while you're out eh?



Obadiah, the Vintage Gamer, answers whinges with straight-talking sense

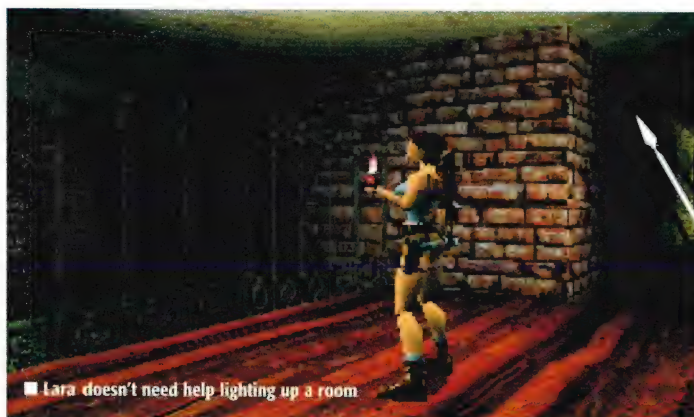


# The Works: Tomb Raider 2 first look

## Flares

Where would a Tomb Raider game be without a few dark rooms? Several buildings have no lighting, so Lara has to use another new addition to her backpack: flares.

Without resorting to shite trouser gags, Lara has a never-ending supply of these and using one lights up a dark room for a minute or so. Once lit, she can drop them, leave them burning and have her hands free for killing people. But the tastiest effect is when she throws a flare down a deep shaft to see if there's anything down there. Cool.



## New Outfits

One nice touch is that Lara now wears different clothes for different levels. Her old PVC T-shirt and khaki shorts must be a bit whiffy by now, so depending on the level she changes to suit the situation. For the underwater section she wears a wetsuit, while in the snowy wastes of Tibet she pulls on a winter coat. The dozy mare still runs about Tibet in a pair of shorts, though. She'll catch her death...



■ What the best-dressed explorer is wearing in Tibet...



■ ... and on the beach. She just wants to wash and go

## Lara Croft: Action Babe

She may be the ultimate wet dream to look at, but Lara Croft gives Arnie and Stallone more than a run for their money in the adventuring stakes: taking on more bad guys than both of them together. And we know who we'd rather watch...



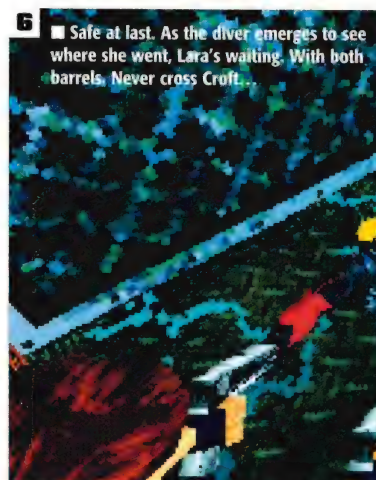
2. ... as it takes another lump out of her, the end looks nigh for Lara but she breaks loose...



3. Out of the frying pan into the fire. An unfriendly scuba diver wants to finish what the shark started



1. With half her energy gone following a shark attack, the overgrown haddock still wants her as a main course...



4. Lara's too weak to fight him off, so she swims past him for an exit. Her air is running out...



5. A ladder! If she can just get to it, she might live to fight another day

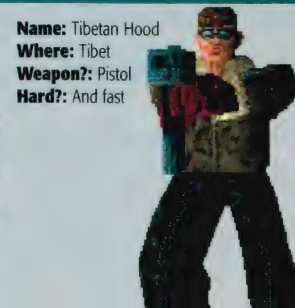
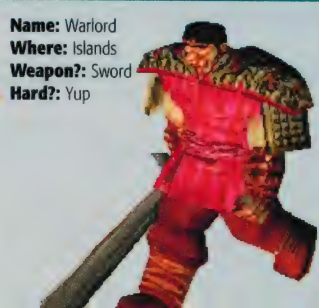
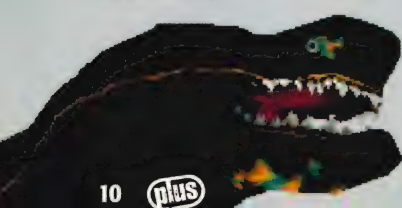
**Name:** Moray Eel  
**Where:** Oil Rig  
**Weapon?:** Toothy Pegs  
**Hard?:** Not really

**Name:** Doberman  
**Where:** Venice  
**Weapon?:** Bite  
**Hard?:** Cap its ass

**Name:** Warlord  
**Where:** Islands  
**Weapon?:** Sword  
**Hard?:** Yup

**Name:** Tiger  
**Where:** Great Wall  
**Weapon?:** Bite  
**Hard?:** Not bad

**Name:** Tibetan Hood  
**Where:** Tibet  
**Weapon?:** Pistol  
**Hard?:** And fast





# The Works: Tomb Raider 2 first look

## The Story

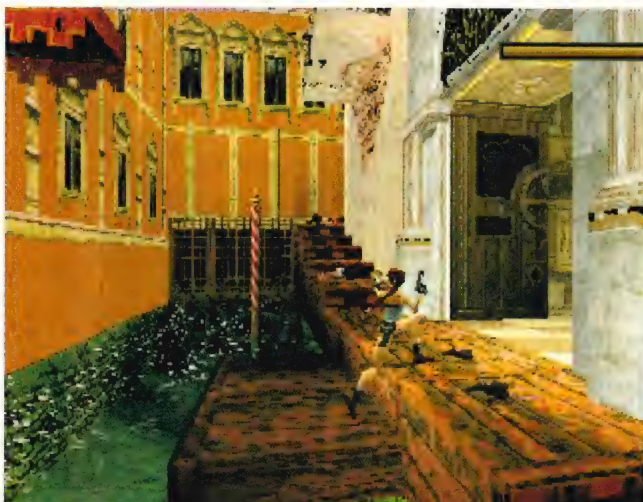
The Dagger of Xian is the latest relic on Lara Croft's shopping list. Legend says whoever plunges the dagger into their heart will gain great powers. Lara couldn't give a stuff about all that. She just wants to find it for her latest bosses in exchange for shedloads of dosh. Trouble is, her quest has pissed off a religious cult who also want the dagger. Oops.

## The new levels

Venice acts as one of the game's starting points, and you've got flooded streets to explore in search of clues to the next location. From Venice, trips to Tibet, an oil rig, and China await. In between each country, the game's storyline is updated using cutscenes to expand the plot and reveal handy info.



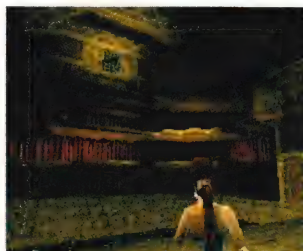
■ Tibet: Home of the Yeti, and the first sighting of Lara's new coat



■ Venice: Lara's starting point. And one of the best levels in the game



■ Oil Rig: Where things get REALLY nasty



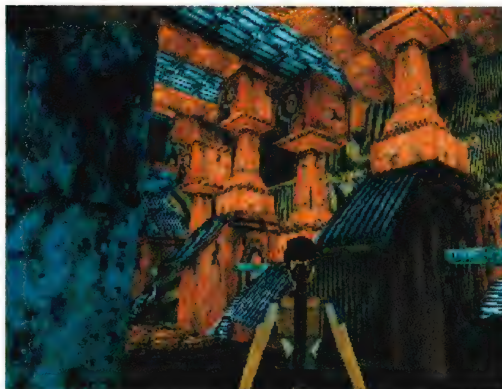
■ Opera House: the fit lady sings...

## What's new?

Tomb Raider 2 is more than just a copy of the first game. Core has really gone to town on the graphics, and everything looks better than ever. Fancy lighting effects have also been added so it even gets dark at night. This adds a really cool puzzle aspect to the game, with Lara using flares to light rooms and show off even more of Core's fancy visual tricks.



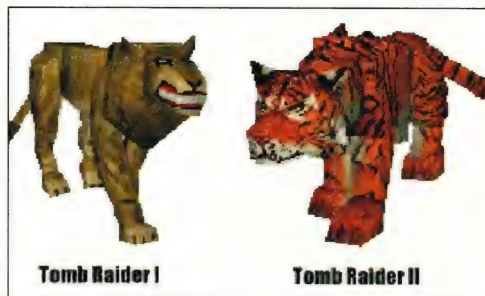
■ Lara looks around as it starts to get dark



■ Say goodbye to tiny corridors with nowhere to explore...

## Graphics

It's the little things that make Tomb Raider 2 look so smart. The new lighting effects add real atmosphere to the game, and the way Lara's ponytail moves is just soooooo cool. It's the bad guys that come out best, though. The detail on every animal and gun-toting bast is enough to make your eyes pop out of your head. All the villains have different faces, and with more animals in the game than ever before, Core has obviously dug out its 'Bumper Book of Animal Pictures' so they look their leg-chewing best.

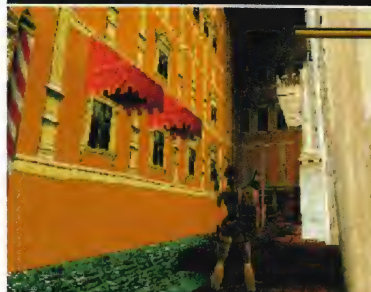


■ An example of the fancier graphics in Tomb Raider 2.

## What we like

### Go almost anywhere you want!

Tomb Raider 2 allows for more exploring than the first game. Levels are more open-plan, and this means lots for Lara to do: if it's vertical, climb it! Lara's always been athletic, but these new areas are the ultimate PlayStation workout. Blinding stuff.



■ Venice is more than just a pretty location. Those walls are made for climbing...



■ ... and these balconies were made for jumping off! Try doing that in the first one!



■ It's getting dark again



■ A hidden switch should open this

## The Bad Guys

Everything is bigger and better in Tomb Raider 2, including the number of animals and evil geezers. If it moves, it's deadly. If it's armed, run for it. It's a good job Lara's packing Uzis, shotguns, pistols, and harpoons. Another quiet day for the tasty heroine...

**Name:** Yeti  
**Where:** Tibet  
**Weapon?:** Claws  
**Hard?:** It climbs, too



**Name:** Cult Bloke  
**Where:** Venice  
**Weapon?:** Huge gun  
**Hard?:** As nails



**Name:** Goon  
**Where:** Venice  
**Weapon?:** Silenced gun  
**Hard?:** Oh aye



**Name:** Leopard  
**Where:** Tibet  
**Weapon?:** Bites  
**Hard?:** Hmm, ish





# Wet & Wild

*One game will be on everyone's Crimbo list this year: Tomb Raider 2. Lara Croft, the girl the WonderBra™ was invented for, is back: and looking better than ever...*

**L**ast year's Tomb Raider introduced the world to Lara Croft: the fit 'n' foxy gun-toting heroine you could play with for hours; the cyberbabe it was OK to fancy ('cos hey, she's not even real, right?).

And now she's back in Tomb Raider 2, risking life and luvverly limb in pursuit of even more archaeological finds. And guess who got an exclusive look at the game? Yeah, us. So prepare to come over all 'funny' as we give you a six-page Larafest of insider information on Tomb Raider 2. All the action, all the moves. The complete gen. All you'd expect from PlayStation

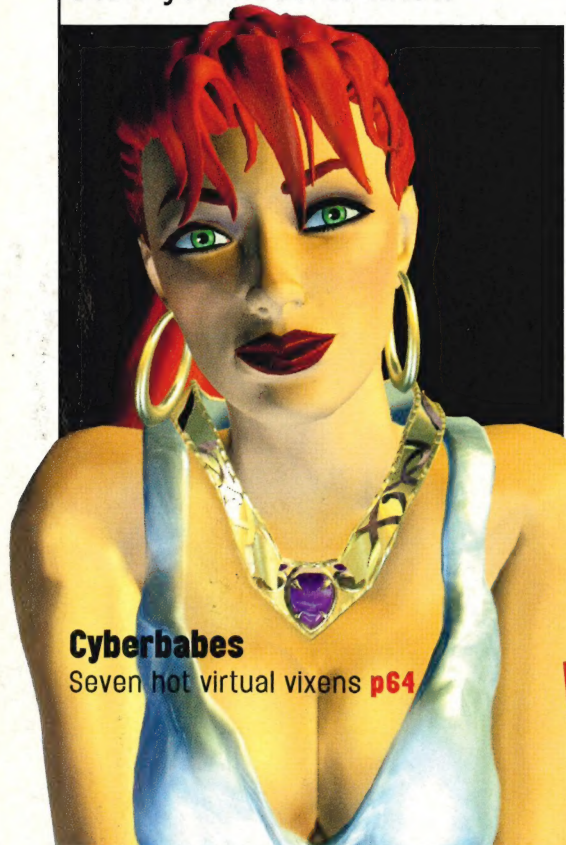




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Stuff you need to know



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**AND Q&A! **p78****

The moves, tips and cheat bible starts here

## Blab **p16** 26 pages of previews and news

Final Fantasy VII **Shadow Master** Rampage World Tour **Duke Nukem** Frogger **Mortal Kombat Mythologies** Grand Theft Auto **FIFA: Road to World Cup '98** Supersonic Racers 2XS **Point Blank** Dark Omen **Dynasty Warriors** Crash Bandicoot 2 **Judge Dredd** MegaMan 8 **Deathtrap Dungeon** Metal Gear Solid **Resident Evil Director's Cut** Pang **Gex: Enter the Gecko** Fighters' Impact **TOCA Touring Car** Red Asphalt **Auto Destruct** MDK **Armoured Core**



Judge Dredd: your move creep



Crash Bandicoot 2: the pesky critter



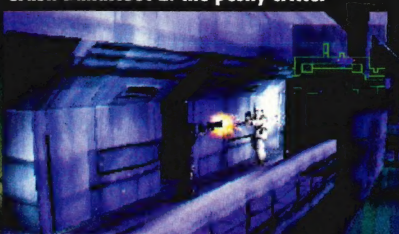
Duke Nukem: fire and forget



Point Blank: loaded and ready



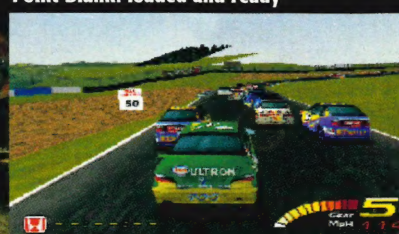
Shadow Master: bot stomping



Metal Gear Solid: stalk and slash



Mortal Kombat Mythologies: mayhem



TOCA Touring Car: hey! Another racer



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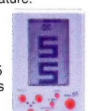


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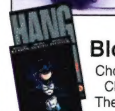
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